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- Microcosm

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Oh disky, disky,
disky disk
Thou if not here,
Something'f amissk,
How to replace thif gift
Thee sigh.
Bolly well, Afketh
the Newfvendor
Quoth I.

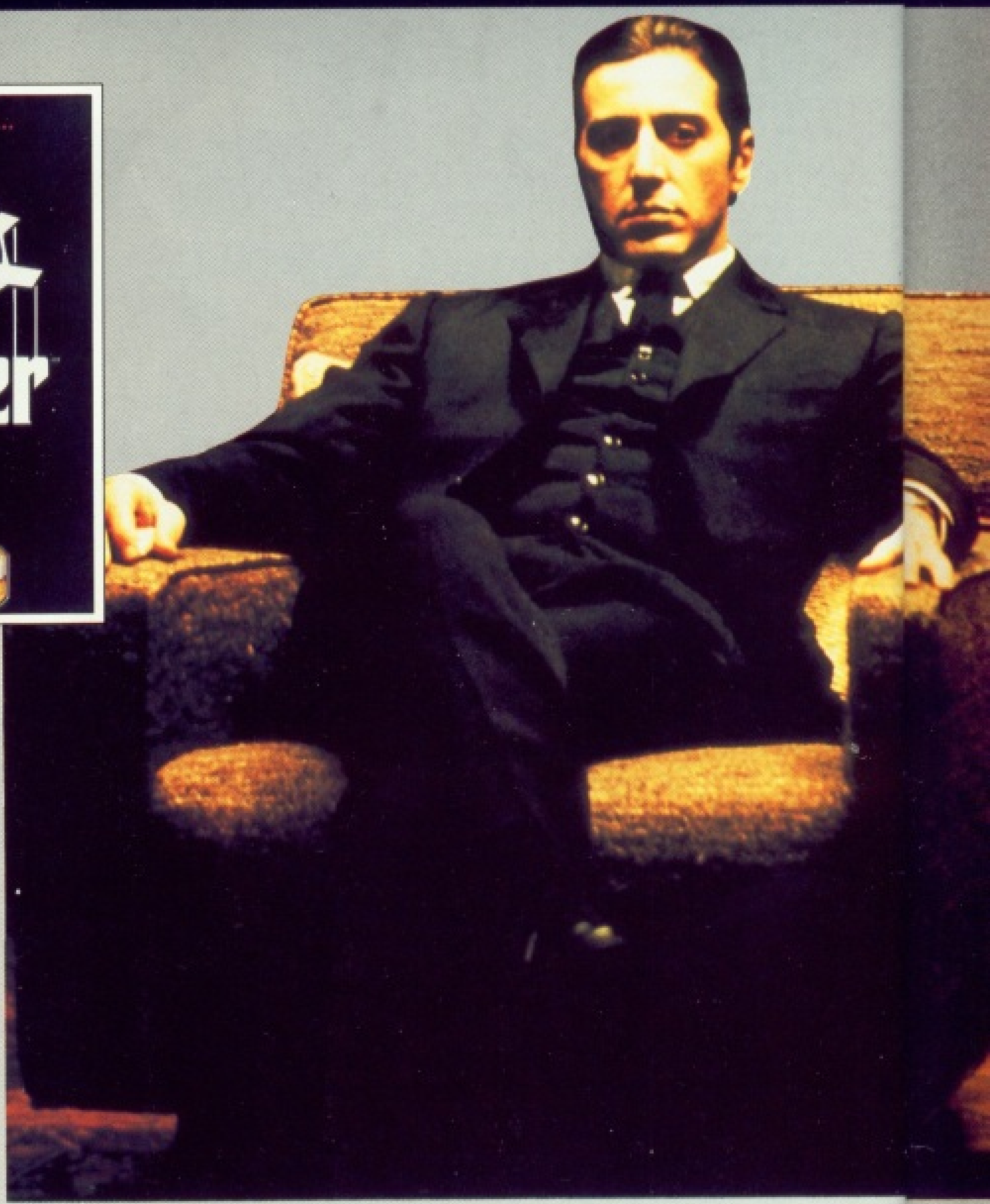
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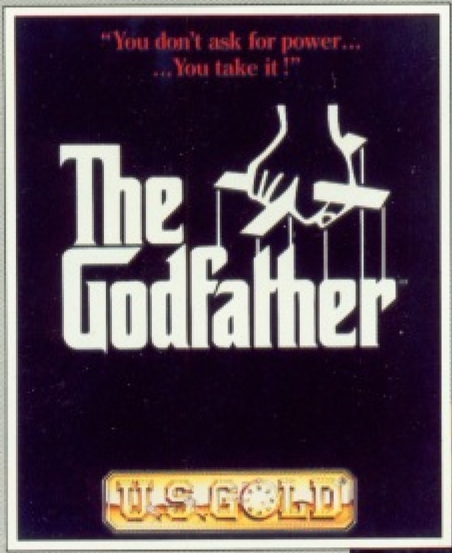


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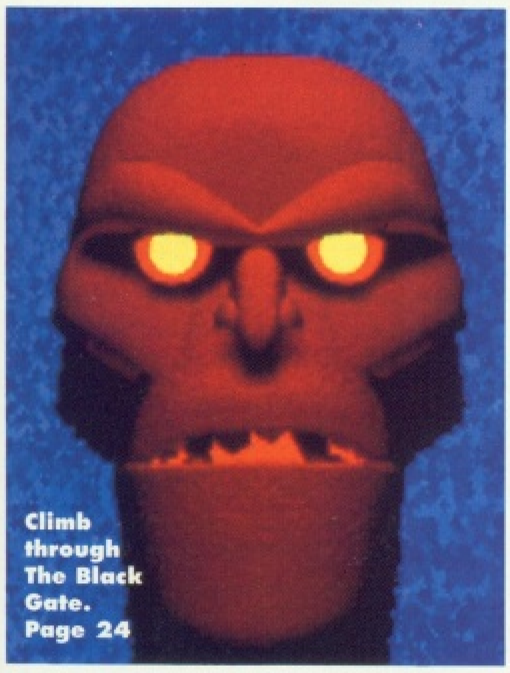
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- *Awesome animation, music and sound effects.*

ZERO 31



*(Asterix.) Page 68



Climb through The Black Gate. Page 24



§ Baked potato offer subject to availability

GAMES LIST

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TRIPLE TREATS!

Hurrah! It's a ZERO first – a fab, tri-format disk packed with playable demos. So this month there won't be any moany letters from whingeing PC owners, they'll be too busy ripping off their clothes. Oh, and if you've got all three computers anyway, you'll be laughing.

STEG

Playable demo from The Codemasters

Do you feel that your life would be enhanced by a quick dose of slime? Than look no further than the world's first ever slug sim. Our hero is Steg, a cutesie-wootsie slug who'll make you think twice about throwing salt over the little suckers ever again. He's a one-parent family, a New Slug, who has a plethora of babies – the T'yungunz – to feed. These tots have an insatiable appetite – there's nothing they like more than a nibble on some tasty grubs. Trouble is, Steg's a bit useless at actually catching any.

Your role as Steg in this cartoony escapade is to slither all over the dark, underground caverns, trying to trap those dastardly grubs. It's up to you to keep as many baby Stegs alive for as long as possible. Steg can rather neatly slither upside down and sideways, and trap bugs by puffing out his cheeks and blowing bubbles which envelope the little basts. As the bubbles rise, Steg has to get in behind them and nudge them on to his babies' lair. But he has to make sure he avoids the spikes and other hazards which may burst the bubbles en route. Once the T'yungunz are full, Steg has done his job. Be sure to look out for the fab Genie Rocket Pack and Bionic Leg bonuses. Fattening-up is the name of the game, so what are you waiting for? Get Stegging.



JOYSTICK CONTROLS

AT ALL TIMES

Blow Bubble About: Press Space and release Fire.
Create Bubble: Press and Hold Space.

SLITHER MODE

Up/Q KEY: Slither Up.
Down/A KEY: Slither Down.
Left/O KEY: Slither Left.
Right/P KEY: Slither Right.

JIM POWER

Playable demo from Loriciel



Here's Jim – but the burning question is – is he a secret member of Snap?

You've got the power, or, er... Jim's got the power, to be exact, and he also happens to be the star of Loriciel's forthcoming newie. Jim is reputedly one of these weight-trainer types – he likes to hang around the gym, pumping iron (although he looks unnervingly like Timmy Mallet to us). However, despite his penchant for preening, Jim Power's about to embark on a mission – the President's daughter has been kidnapped, and our Jim's the man for the job. He gets into a spaceship and boldly goes where no man has gone before – to the mutant planet where the beautiful princess is being held hostage.

In this tasty snippet of Loriciel's forthcoming shoot/beat 'em up, you play young Jim and busy yourself fighting off the hoardes of evil enemies. There are vicious stalking soldiers and jumping hounds to destroy either with your laser gun or fab smart bomb (once you've picked up the bonus). However, there are also spiders and other lurking nasties which you cannot destroy, so Jim's got to keep his wits about him. As you horizontally scroll your way through the treacherous landscape, keep an eye out for keys which you can pick up to open the many doors and passages, handy clocks and an invaluable amount of bonus green gems.



With fab music and sound effects (created by the same geez who did *Turrican*), this is one meaty demo for Amiga owners – so get stuck in.

JOYSTICK CONTROLS

Pull Left: Left.
Pull Right: Right.
Push Up: Up.
Pull Down: Down.
Pull Down And Hold Down Fire: Smart bomb (smaaart!)

COVER GIRL POKER

Playable demo from The Sales Curve

HOT POKER TIPS

For non-card sharps out there, here's a selection of winning hands, in descending order:

1. Straight Flush: All cards in order (same suit).
2. Four Of A Kind: Four cards the same (ie four Kings).
3. Full House: A pair and three of a kind.
4. Flush: All cards same suit (any order).
5. Straight: Cards in numerical order (any suit).
6. Three Of A Kind: Three cards the same (any suit).
7. Two Pairs: Two pairs of cards the same (any suit).
8. A Pair: Two cards the same (any suit).
9. Highest Card: Well, the highest card wins, dunnit? (Ace's high).



Okay, okay, we know we don't often have a cover disk game for PC owners, but you've got to admit that when we do, we do you proud. Last time it was the brill playable demo of *Another World* and this month, er.... we're getting a bit hot under the collar and, embarrassed to tell you what it actually is. (*Get on with it. Ed.*) Er... it's a card game sim, rather like the one we had on our disk last month for Amiga readers. *(Come, come, that's not the whole story. Ed.)* Well, it's a poker game. Er... a poker game with a difference. If you lose all your sovs, you have to remove your clothes... erm, because you're playing against a famous cover girl, Amanda Godden, in this saucy, X-rated playable demo. We'd also like to take this opportunity to announce that this is another first for ZERO, as it's our first Finnish demo – hekki, hekki, hekki!

Anyway, back to the game. If you're a poker expert, you can skip this bit, but those of you completely in the dark about this nifty card game had better pay attention and consult our handy poker tips table above. The first column of cards on the left-hand side of the screen is your hand. Amanda's hand is hidden, until she is forced to reveal all (oo-er).

Right, the first thing you do is take a look at your hand. If it's a goodie, you may want to bet. Simply move either the cursor or the arrow keys over to highlight the Bet Money option and either click on it or press Enter. Now place that bet. Unfortunately, you can't be totally reckless and squander it all at once – the maximum you can bet is $999. If your cards are a bit duff and you want to change them, select the Change Cards option. Either move your mouse or the arrow keys over the cards you want to change until they have a 'shaded grey' look about them. Then click on your mouse or press Enter and your cards will change. But remember – be picky about the ones you choose to change, as you can only change them once. You can give up or continue to raise your bets encouraged by Amanda's inviting comments, such as: "Smart men drop their cards, clever men call their cards and stupid men raise their bets. Are you a man at all?" Spook.

As all's fair in love and war, both you and Amanda start off with the same amount of dosh – $2,400 dollars. However, once Amanda has lost all her money, she'll drop an item of clothing. In order to compensate for this blatant sexism, we suggest that when you lose, you should drop your togs too (you can always start off wearing loads of layers).

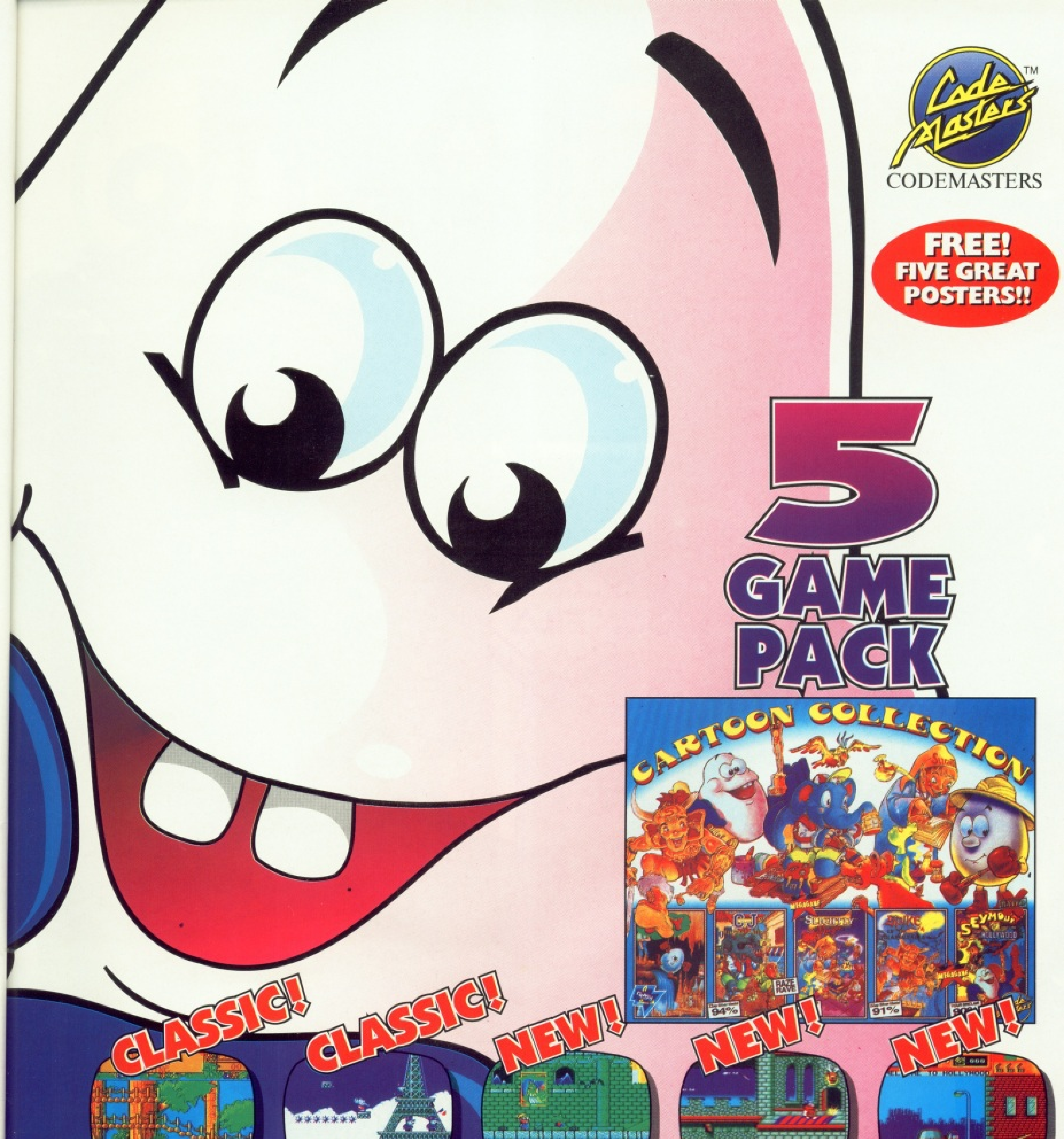
DISKCONNECTED

Okay, so you've tried every trick in the book and you still can't get your disk to work. Right, here's what you do:

1. You've checked that you've got the right computer. Trying to stuff the disk into your Gameboy simply won't work.
2. You've had a good look at your disk and it looks in fine working order. No silver bit hanging on its last hinges? Good, because Dennis Publishing cannot be held responsible for bent or damaged disks poked into readers' hardware.
3. So it looks happy enough, but it still won't work. Right, it's time to reach for that reliable padded envelope. Pop your faulty disk into it, along with a note explaining your problem, and send it to: ZERO Disk Returns, Production And Distribution, TIB House, 11 Edward Street, Bradford BD4 7BH.
4. If you're itching to play and can't wait that long, ring our Disk Problems Hotline on (0274) 736990.
5. Above all, remember that Dennis Publishing is a black hole, so don't send the disks back to us or telephone us. We haven't any disks we can send to you from here and, er... we probably won't know the answer to your problem anyway. Ho hum.

PARENTAL WARNING

If your parents are lurking, or have the irritating habit of walking into your bedroom without knocking, make sure you've got a pair of small theatrical curtains (rather like the ones used in Punch And Judy shows) to hand, with a full, working draw-string. If you can't get hold of any, they're very easy to make – all you need are two bits of fabric, a dwarf's curtain rail and some string. Then if you're 'caught in the act', you can quickly pull the drawstring, the curtains will close and no one will be any the wiser.

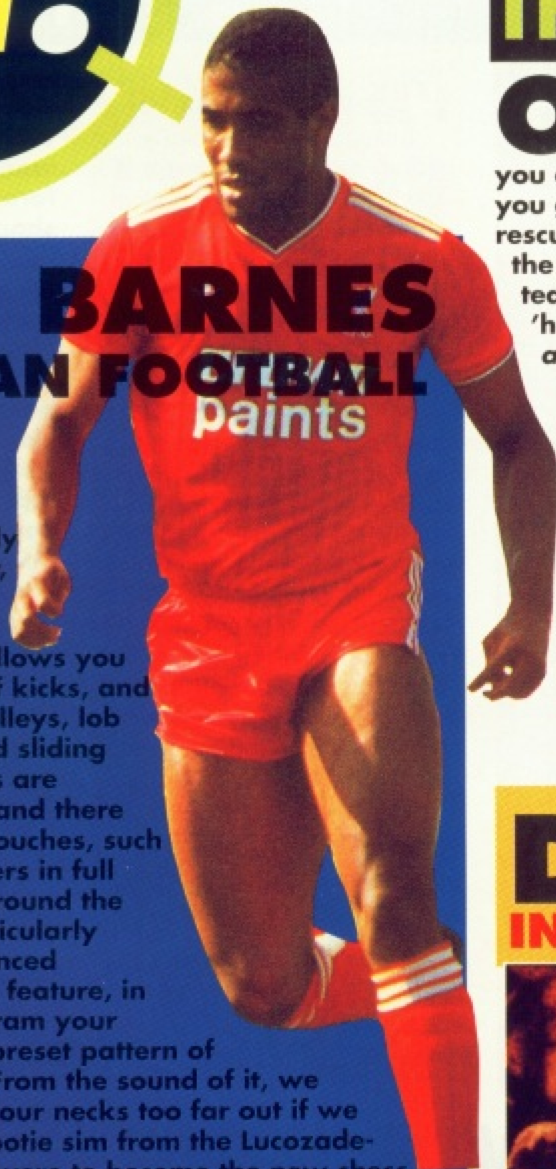


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Oi!

JOHN BARNES EUROPEAN FOOTBALL



John Barnes *European Football,* from Krisalis, will probably be out for early May, in time for the European Championship. The game allows you to vary the power of kicks, and do banana shots, volleys, lob passes, headers, and sliding tackles. The graphics are beautifully detailed and there are loads of pretty touches, such as police dog-handlers in full riot gear standing around the pitch. Krisalis is particularly excited by the Advanced Strategical Free Kick feature, in which you can program your players to follow a preset pattern of moves and passes. From the sound of it, we wouldn't be putting our necks too far out if we predicted that this footie sim from the Lucozade-guzzling Mr Barnes were to become the new chess.

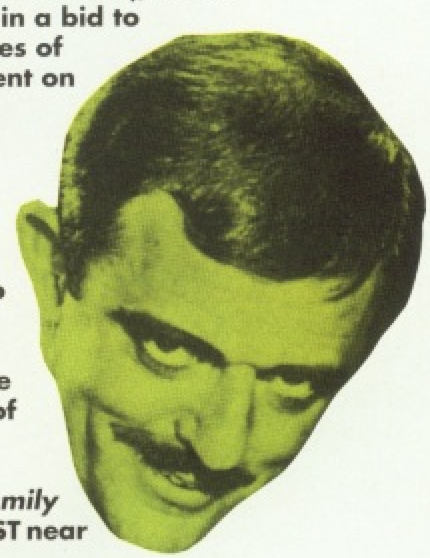
WARRIORS OF RELEYNE

Dharak, the land of chaos, is a place of violence, death and fear. Not surprisingly then, the inhabitants – a nasty bunch of goblins, orcs and trolls – decide to relocate and invade the nearby country of Releyne. This fantasy combat system uses a simple icon control system, allowing you to command a small band of warriors and sorcerers to victory against the invaders. Basically, you get a map of the land, showing all the various types of terrain, and you have to duff-up those Dharaki scum by moving around the little pictures of all your troops, castles and mythical creatures. *Warriors Of Releyne*, from Impressions, is out now on the ST and Amiga, and will be out in May on the PC.



THE ADDAMS FAMILY

Ocean's licence of the recent *Addams Family* movie is coming on apace, even as we speak (write?) It's basically a cutie platform game (if you can call Gomez Addams and his kin cute), where you get to play the hapless Gomez in a bid to rescue all his family from the clutches of the evil MC Hammer, who's hell-bent on teaching them to dance in baggy 'harem' trousers. (*Are you sure about this? Ed.*)



Although following a similar formula to Ocean's previous licensing policy, *The Adamms Family* looks likely to be a bit of a cracker – more in the *Hudson Hawk* mould than that of *Total Recall.* It plays like a console game, with dozens of tricky levels, bags of bonus power-ups and hundreds of hidden rooms. *The Addams Family* is set to come to an Amiga and ST near you as you read this.

DISCOVERY

IN THE STEPS OF COLUMBUS



D*iscovery - In the Steps of Columbus,* from Impressions, is another game celebrating the 500th anniversary of Columbus' discovery of America. *Discovery* is a game of exploration, trading and plundering. It will have you establishing new cities and countries, managing your resources, battling it out with pirates and fellow explorers, and introducing the locals to a number of Old World diseases – just like Columbus himself did. It's very detailed – to make houses, you must first clear the rainforests and then use the wood obtained for construction. You could recreate modern day America, if you wanted to... or then again, you could decide not to.

Even if you only possess the most rudimentary knowledge of geography, you'll have little trouble discovering where most of the real world is. A rich selection of new worlds (including the mythical El Dorado) have also been included for you to find. This historically accurate game also features an eductional multi-media gizmo which provides you with piccies, facts and smells relating to real events as they occur during gameplay. A PC version should be out in June, while Amiga and ST versions should be out, well... just about now.

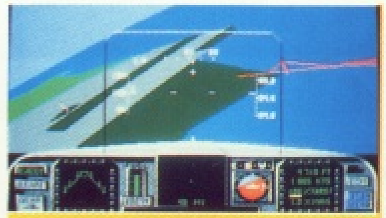
RIGHT ON CUE!



The ZERO/Virgin Games *Jimmy White's Whirlwind Snooker* championship was held on 18th February at Virgin's HQ in London's Portobello. Here are the six finalists, from left to right (or bottom to top): Stephen Bonar, Melvin Carvalho (the overall winner), Craig Rees, Christian Price (the bloke who played Archer on Channel 4's *Gamesmaster,* and came second on the day), Steve Frew and Adam Whisker. Mr Carvalho received a cue autographed by Jimmy 'Whirlwind' White, plus the chance to play a few frames with the great man himself. Hurrah!



Incidently, Archer Maclean, the brains behind *Whirlwind Snooker,* is working on a pool sim for release in September this year. Any would-be Fast Eddies will be able to recreate the seedy atmosphere of a smokey pool hall, without the risk of losing their 501's to a sweaty, fat pool-shark. It will offer several variations of this popular game, including 8-ball, 9-ball, no-ball and full body-contact pool. Sadly, bar billiards is not catered for. Incidentally, Archer asked us to point out that he did actually give his *Gamesmaster* Golden Joystick to Christian after he thrashed him on live television, er... he just didn't do it in front of the camera (honest).



I'M MONITOR, FLY ME!

Roll up, roll up! Now you can buy a copy of *F-19 Stealth Fighter* for the bargain, knock-down price of only £229.99 and Phillips will throw in one of their monitors – the catchily-named CM8833/11. The game, MicroProse's best-selling flight sim, is available on both ST and Amiga formats. However, make sure the monitor bears the British Standards safety sticker or you could end up with a dodgy 'grey' Euro import and no game. Horror of horrors!



SHOPPER SHOW SAVER

"A major experience for games players" is promised at the spring Computer Shopper Show, which takes place at National Hall, Olympia in Kensington, London, on May 28-31, 10am until 6pm. Ticket prices are £6 for adults, £4.50 for children (under 16). There will be displays and demonstrations from around 200 exhibitors, showing all the latest hardware, software and peripherals for all popular home computers. You can test out the latest software titles at the Games Arena Experience, take a stroll down Console Alley, visit the Amiga Shopping Centre, or even discuss any personal, emotional or sexual problems you might be having with your computer down at the Amiga Clinic. ZERO is offering readers interested in attending the show the chance to save *one whole squidlie* off the admission fee. Just snip out the voucher below, take it along with you, and show it to that jolly nice lady on the door.

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SHO

You know how we've scored the games, but have you ever wondered how well they fare when they hit the shops? In a bid to be even more finger-on-the-pulsey we decided to send our man *Ian Ross* down the high street every month to answer these all-important questions: what's selling like hot cakes, what's selling like a bowl of tepid tapioca, and whatever happened to Advanced Doopha Simulator that ZERO reviewed eighteen months ago.

It's now the time of year when sales are relatively low and big-name releases are few and far between. This means that games of true quality dominate the charts, which are uncluttered by hype-driven duffers and quickly-knocked-out-for-Christmas one-offs. Just a glance at this month's charts should be enough to convince anyone that the software scene has never been better (from a games player's point of view, anyway).

The largest country-wide market is still for the Amiga, but in London and the south east, the once humble PC is giving Commodore's baby a run for its money. Amiga owners still buy more games, but due to the higher average price of PC games, shop-keepers will be continuing to give more and more shelf-space to the PC (for the immediate future at least).

Spare a thought for the poor ST – three years ago, it was really leading the way. Games were developed on it (then ported across to the Amiga, much to the chagrin of Amiga owners) and sales were booming. Now it's lucky to match a third of Amiga software sales, and there's an increasing number of games which don't make an appearence on this format at all. Try to find SSI's *Eye Of The Beholder,* EA's *Indy 500* or Ocean's *Robocop 3,* and you could find yourself with a few dozen holy grails and a Salman Rushdie before unearthing them.

This month sees MicroProse at the top of two

HOPWATCH

out of the three charts with their stunning *Formula One Grand Prix* on the Amiga, and with the imported US version of Spectrum Holobyte's *Falcon 3.0* on the PC (the British version has been delayed, due to the dodgy goings-on within the Maxwell empire). The game was supposed to have been under the auspices of Mirrorsoft in this country, but MicroProse are now doing the biz. From the same stable, *Civilization* and *F-117A Nighthawk* are typical MicroProse fare – good value for money and a long shelf-life.

Anco – "never before has one company owed so much to one game" – make a total of three appearances, all with *Kick Off* add-ons. If there's anyone who hasn't played this game of games, please return at once from Alpha Centuri and do so... for your own sake.

Richard Branson must be higher than one of his own balloons (not exactly difficult), witnessing the fairy-tale success of *Jimmy White's Whirlwind Snooker*. Released over six months ago, it's still flying high, with the PC version still to be released onto a snooker-hungry public.

The most unexpected hit of last year, for me, was a strange game which involved saving lots of little furry creatures from self-motivated death. Even to this day, on paper, it sounds like the biggest load of old tosh since Wendy James swore she'd win an Oscar. But in practice, *Lemmings* and *Oh No! More Lemmings* are totally, mind-numbingly addictive. An interesting phenomenon can be witnessed here – so much interest and marketing devilry has been drummed up by the bods at Psygnosis that the original *Lemmings* is out-selling the follow-up on the PC, despite being months older. Very strange.

A software chart wouldn't be a chart without Ocean, and in *WWF* they have a real heavyweight – the game's still shifting well past its Christmas peak. The graphic excellence of *Robocop 3* and the sheer popularity of *The Simpsons* ensure that there will be plenty more to come from the boys and girls in Big Licenceland.

Thalion's *A320 Airbus* makes a mid-table showing in two charts, even though there are no dogfights, SAM sites or air-to-air missiles involved. Millenium's *Robocod* also continues to sell through – its ongoing success is a living tribute to good playability and cutesy graphics.

Only three adventure games make the charts this month. US Gold's *Le Chuck's Revenge* (*Monkey Island 2*) and *Eye Of The Beholder 2* are both following up the success of their prequels. Special mention must go to Sierra's *Leisure Suit Larry*, charting on the Amiga. It would seem that Amiga owners are finally warming to the dubious charms of Larry Laffer – the character has been a favourite among PC users for years.

Hot on the heels of the movie *Star Trek 6* comes *Star Trek –The 25th Anniversary* from Electronic Arts. With exposure on Radio One and *Entertainment UK*, as well as the national press, computer games boldly go one step further from young Justin's bedroom and into everyday life...

PC CHART

1. **FALCON 3** Spectrum Holobyte/MicroProse
2. **STAR TREK-25TH ANNIVERSARY** Electronic Arts
3. **LEMMINGS** Psygnosis
4. **OH NO NOT MORE LEMMINGS** Psygnosis
5. **LE CHUCK'S REVENGE** US Gold
6. **CIVILIZATION** MicroProse
7. **EYE OF THE BEHOLDER 2** US Gold
8. **WINTER CHALLENGE** Accolade
9. **F-117A NIGHTHAWK** Microprose
10. **LINKS** Access/US Gold

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

ST CHART

1. **JIMMY WHITE'S WHIRLWIND SNOOKER** Virgin
2. **WWF** Ocean
3. **ROBOCOD** Millenium
4. **RETURN TO EUROPE** Anco
5. **MANCHESTER UTD EUROPE** Krisalis
6. **A320 AIRBUS** Thalion
7. **THE SIMPSONS** Ocean
8. **HEIMDALL** Core Design
9. **OH NO MORE LEMMINGS** Psygnosis
10. **DEUTEROS** Activision

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AMIGA CHART

1. **FORMULA ONE GRAND PRIX** MicroProse
2. **GIANTS OF EUROPE** Anco
3. **ROBOCOP** Ocean
4. **JIMMY WHITE'S WHIRLWIND SNOOKER** Virgin
5. **A320 AIRBUS** Thalion
6. **WWF** Ocean
7. **ROBOCOD** Millennium
8. **PGA TOURNAMENT GOLF COURSES**/Electronic Arts
9. **LESUIRE SUIT LARRY 5** Sierra
10. **RETURN TO EUROPE** Anco

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ON THE GRAPEVINE

● More news on ex-Mirrorsoft software to kick off the column again. This month, it's the latest hit from Graftgold, **Fire And Ice**. The game, a cutesie platform title from Andrew '*Rainbow Islands*' Braybrook, is now set to appear through the Renegade label. It'll be available on Amiga and ST, and it'll be on the shelves as you read this... probably.

● Core Design has currently got those nice 8th Day chaps – the team that brought you *Heimdall*, hard at work on it's next title. It's an as-yet-unnamed platform game (**Clutch Cable**?) Erm... and it should be with us in the summertime on ST and Amiga.

● The Software Business should be releasing copies of Kingsoft's **Hagar The Horrible** game. It's a arcade platform title based upon Dik Browne's cartoon character of the same name, as seen in *The Sun* and the Skol adverts.

● In a bid to be radically alternative this summer, anticipating a host of Olympic games spin-off titles, Millennium is to release a multi-sport title hosted by everyone's favourite fishy chum, James Pond. The game, currently entitled **Aquabatics**, will feature a number of aquatic events, such as high diving and the like. This title is scheduled in addition to the third instalment of the Pond saga, **Splash Gordon: Pond On The Moon**, due for release in November.

● Lankhor, the French publisher behind the graphic adventures *Mortville Manor* and *Maupiti Island* (and also racing arcade sim *Vroom*) has a new adventure in the pipeline. This time, it's an icon-driven number called **Black Sect**, and from what we've seen of the early screens, the graphics look very promising indeeed.

● Empire is currently undergoing a facelift. In future, the Empire label will be the home for the company's strategy and simulation software, while a new label called Arcade Masters is being created for games of an arcadey nature. First titles to spring from the loins of this new alliance will be cutesie titles **Cool Croc Twins** and **Magic Boy**, and **Campaign** from Empire. All these titles are pencilled in for release either this or next month.



- Dynamix (part of the Sierra family) have several new titles due in the far distant future, of which the loveable Grapey has gotten wind. As well as the sequel **Willy Beamish 2**, scheduled for release next year, and the list of data disks for the forthcoming *Aces Of The Pacific*, there'll be a **Pinball** game for PC Windows, and a mammoth fantasy role-playing extravaganza. More on that as and when we hear it, which ought to be fairly soon really, since the game is pencilled in for an October release. The next flight sim project is to be **Aces Over Europe** – taking the fab *Red Baron* engine, updated for *Aces Of The Pacific*, and applied to the World War II European front.
- System 3 recently acquired the rights to produce a racing game with the prestigious Ferrari license, so off it romped and produced a Nintendo game. Well, it was actually rather good, so the Harrow boys have decided to code the title onto floppies. Expect **Ferrari Grand Prix** to hit the streets on Amiga and PC around about Christmas time.
- Despite the recent demise of publishing house Newsfield, its games arm, Thalamus, is still very much alive, but now as an independent software publisher. Still in the offing is Arc Developments' **Restrictor**, pencilled in for release in October on ST and Amiga, **Creatures** from Creative Materials due in May and June, **The Beastmaster** from JSW designs, the guys behind *Blood Money*, and the licensed **Arsenal** game due out at Easter.
- Further to our disclosure that MicroProse has taken over the marketing rights for Spectrum Holobyte, the Tetbury-based publisher has now decided to re-release **Falcon 3.0**. The first copies not only suffered from a release date that coincided with the demise of Mirrorsoft, but were also a tad bugged. Ho hum. To put things to rights, MicroProse has put *Falcon 3.0* through its rigorous testing processes and are 'confident the game is now flawless'. The new versions of *Falcon 3.0* should be available as you read this.
- Arc Developments is currently beavering away at another new title, this time to be published by Grandslam. It's called er... **Beavers** by the way, and it'll be available on Amiga in the autumn.

IT'S NO YOKE

Quickshot has just announced a brand new addition to its joystick range, in the shape of this here yoke... well, several yokes actually. (*What's the collective noun for yokes? An omelette? Egg Ed.*)

Dubbed the Aviator series, the yokes are tailor-made for use with various video game formats, including the Atari ST and PC. They're designed for use with flight simulators, and to this end they even incorporate an altitude and level indicator (or 'artificial horizon', as we flight buffs call it).

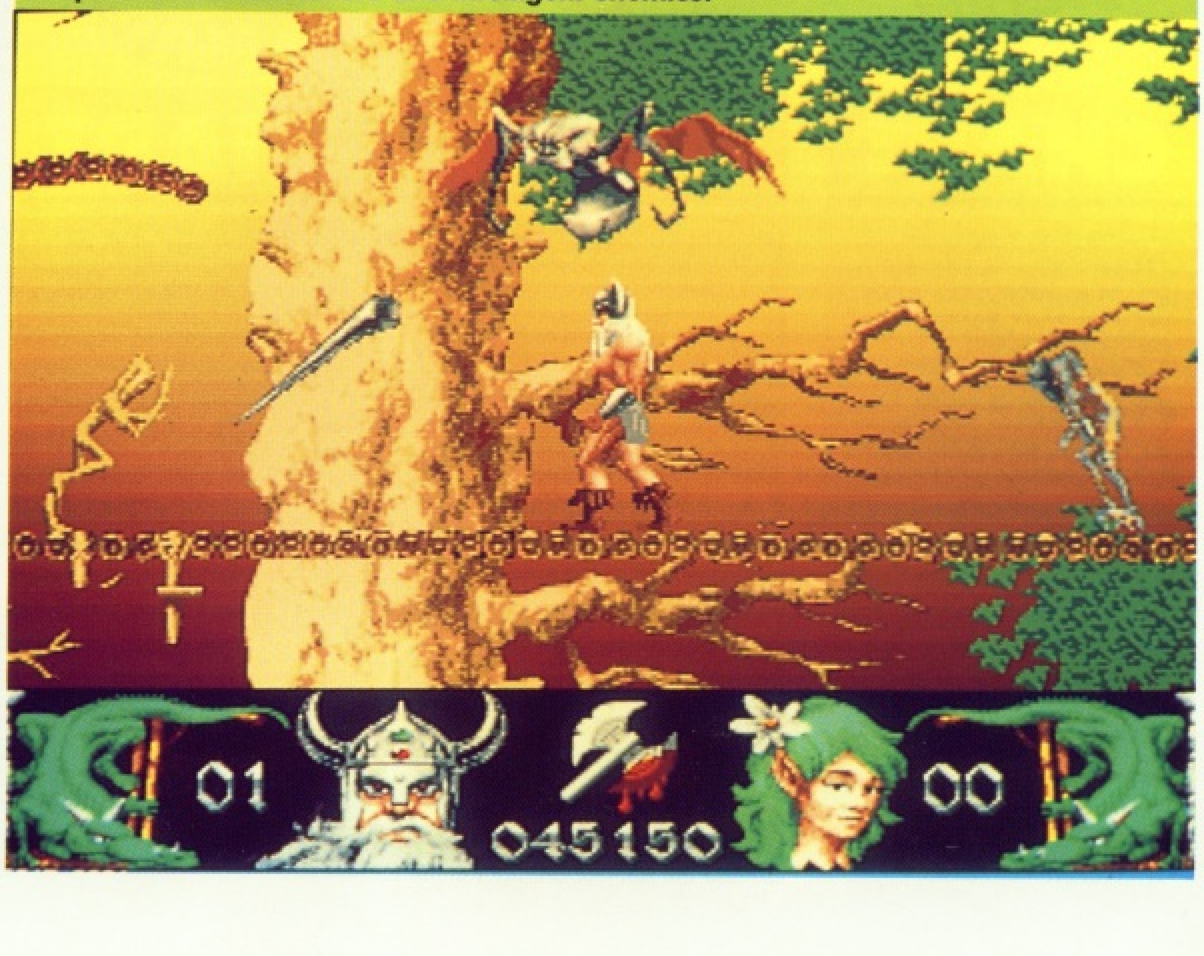
The Aviator also sports X and Y axis trim control dials, four positive response fire buttons and two dual-speed turbo fire select buttons... and even a frame-by-frame slow motion capability. Lumme – it sounds so realistic you'll need to wear a leather flying helmet and a pair of goggles to play with the thing.



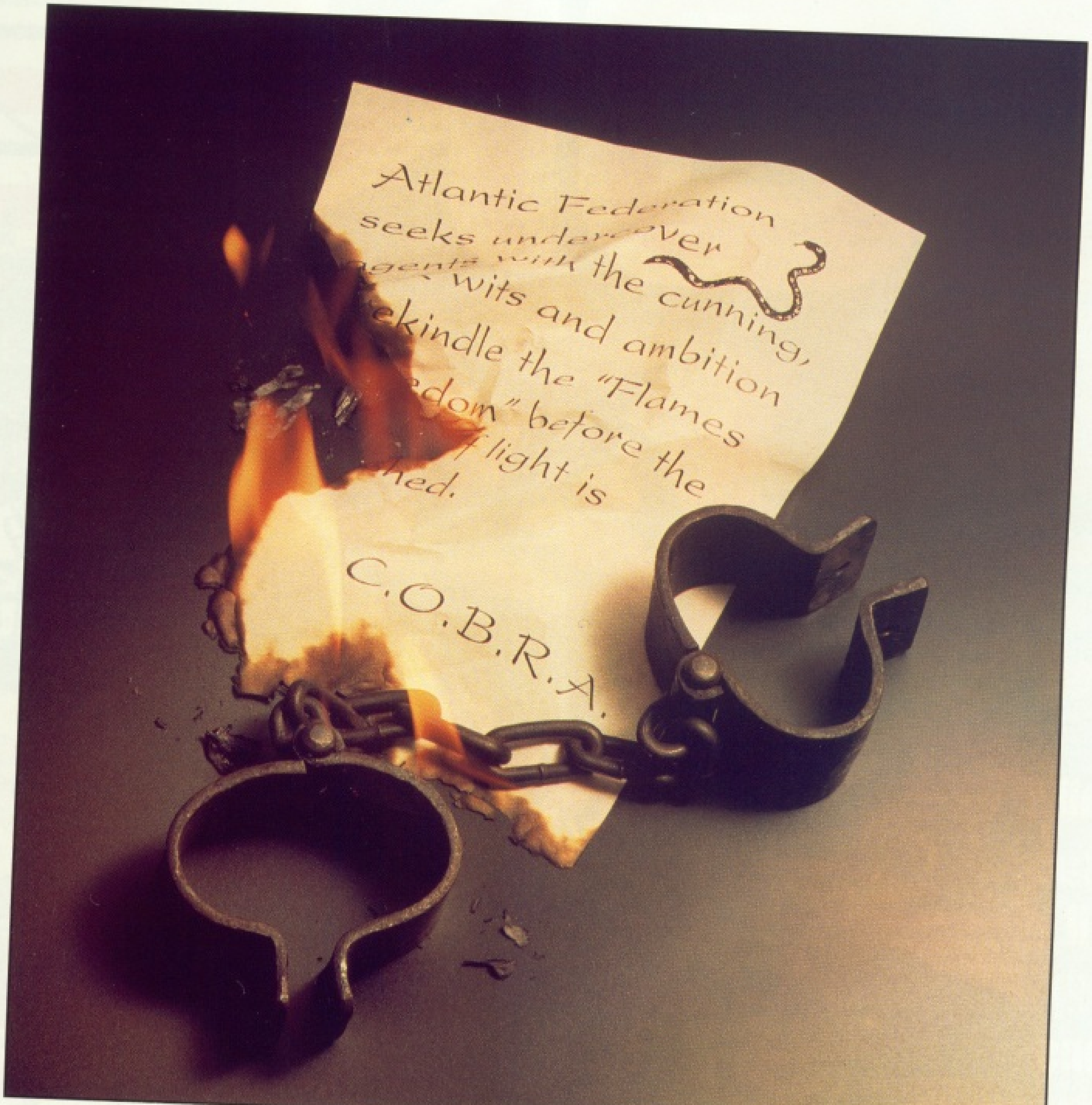
DELIVERANCE

21st Century Entertainment are working on a sequel to *Stormlord* called *Deliverance*. It's set for release in April on the Amiga and ST and is shaping up to be a rollicking good romp with a high 'gnomes 'n' fairies' count. Based on an idea by Nick Jones and Raf Cecco, the geez behind *First Samurai*, your mission is to locate and free the imprisoned fairies of The Realm from Satan's clutches. You have to hack your way out of the bad guy's palace, through the pits of hell and the enchanted forest, and finally on to heaven. Then, once they're delivered, the combined might of the fairies and the power of goodness can save the day and destroy the forces of evil. If you manage to hold your dinner down, the game promises superb arcade adventure and intelligent enemies.



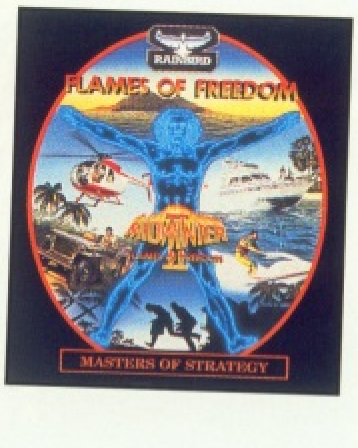


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LETTERS

Rant, rant, rave, rave, moan, moan... but that's enough about what's going on in the ZERO office at the moment, let's get on with this month's correspondence...

BLOGGOSOFT UPDATE

I was pleased to hear that Bloggosoft are working hard on a brand new game called *BT Dialling Codes*. I wish them luck and hope they have no more copyright problems. Also, could you tell me how to upgrade my ZX81 to 1Meg, as I am finding it impossible to find an upgrade compatible with this machine.
Diamond Dallas Page,
Kent.

Yes, BT Dialling Codes *does sound a bit of a corker, doesn't it? Watch out for Bloggosoft's other forthcoming block-buster release,* Five-Figure Logarithm Challenge. *As for the extra memory for Sinclair's first-born, the only strap-on extra still on the market is a bag of sand ballast which upgrades your ZX81 into a door-stop.* **Ed.**

ACE RECESSION SHOCK

Have you noticed that *ACE* has started putting a disk on its cover in a last-ditch attempt to compete with you? Launched a few years ago to appeal to the "more mature" reader, *ACE* was successful in removing puerile humour, smutty innuendo and obscene language from computer games journalism. Unfortunately for both of that mag's readers, ZERO has been more successful in putting them in.
Geoff Edwards,
Leeds.

Yes, bottoms really are tops, aren't they? (If you see what I mean.) **Ed.**

BIG DISK VALUE

I am sending you this letter because I want ZERO to become really great and end up so far in front of the other magazines it will be impossible for them to catch up with you. Other magazines sometimes have two disks on their issues, but I suggest you go one step further and put *three* cover disks on each issue. Then the following issue put four cover disks on an issue, which I am sure no other magazine will copy. This should inspire a few more people to subscribe to your magazine. At Christmas you could put maybe five cover disks on an issue. Then for your New Year's issue maybe six cover disks. You can cover the cost by putting up the subscription prices.

I know my ideas seem crazy, but it would help out all the poor people.
Steve Curtis,
Berkshire.

Steve's letter was made all the more sad by the inclusion of some very thorough predicted costings for his ideas, and even diagrams for how all those disks could be arranged on the cover. Anyway, Steve, my main man, what do you want – jam on it? Perhaps you'd also have us tape a free PC to the front of the Easter issue for good measure? Dream on. **Ed.**

PILE OF OLD JOBS

As I have just finished a year's subscription, and written a lengthy letter to tell you what bloody rubbish your mag is, when I threw it in the bin and said 'to hell with this' why write a lengthy letter when I can say it in eight words: "WHAT A LOAD OF CRAP YOUR MAG IS".
Yours, cheesed off that I wasted my money.
Ian Feely,
North Wales.

Thanks for the input, Ian. We've always got time for a spot of constructive critisism. By the way, we all think you're a bit of a steaming pile yourself. **Ed.**

KINKY SATANIC RITUALS

We, the Federation Of ST Owning RPG Players (or 'FOSTORP'), wish to complain about the serious lack of role-playing games being released on the Atari ST format at this precise moment. Perhaps thou mightiest of Eds may wield your Excalibur-like sword of justice to smite the foul beings known as US Gold and SSI to force them to repent their foul deeds. By not using the ST format, these creatures are committing high sacrilege and should be sent to Norris McWhirter to be strung up.
FOSTORP,
Larkhall.

You should think yourself lucky, bearing in mind that the Church has found definite proof of the connection between fantasy role-playing games, the occult, and Judas Priest records. It may start with a few games of Dungeon Master, *but it could well end with you dancing around an oak tree at midnight, wearing nothing but a goat's head mask. Now that may be par for the course for those Godless Amigoids, but not for you lovely 'Jesus wants me for a sunbeam' ST owners. Incidentally, if anyone has had any bizarre supernatural experiences while playing on their computer, why not write in and share them with us?* **Ed.**

COLOSTOMY BAGS

I was musing over the December 1991 issue of ZERO, when it suddenly dawned on me that you have made a serious mistake, offering T-shirts as prizes. Has it occurred to you, Ed, that only 13% of the population outside the UK wears T-shirts. The rest – a staggering 87% – wear a tie, or nothing at all. Isn't it about time you got your act together and issued ties rather than T-shirts?
Dennis,
Sydney, Austalia.
P.S. Concerning the ZERO badge, ever thought of turning them into earrings for female readers.

I'm afraid your Tie Rack headed notepaper is a bit of a give-away here, Dennis. Anyway, we're well ahead of you on this score – we're currently negotiating with Gaultier for a whole range of stuff emblazoned with our logo. Shell suits and evening wear, along with designer accessories such as athletic supports and colostomy bags are all in the pipeline. Thanks anyway, Dennis, your ZERO Hero boob tube's in the post. Ed.

STRAIT-JACKET CASE

Is there an emulator for the Amiga Plus to run A500 programs? My collection of older games just won't tango with my A500+, what a sucker I was! Please help – is the problem going to be rectified, or am I going to kick ass? I can't go on like this. I'm going 'cold turkey' for games such as *North And South*, utilities such as *X-Copy 3* and demos like *Red Sectors Mega Demo*! Too late... that's it – I've gone nuts... dur, dur, dur... the only thing we have in common is our taste in coffee! Dur, dur, dur... *C&VG* is tasty too! (Chuckle.) Only joking – I'm allrigggghhhhHTT really, just print me letter and give us a badge.
Carly,
Birmingham.
P.S. Amaya, did I say fine? What I meant to say was "I love you".

No, I'm afraid you're jiggered there, Carly. There's nothing on the market at the moment. You can take consolation from the fact that all future games should be compatible with both computers. Me, I take consolation from the fact that you live in Birmingham, you weirdo. **Ed.**

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THE FUTURE IS PHILIPS

UNDER WRAPS

GUEST

***Guest*, a CD-ROM game from Virgin due out later this year, reckons it's going to be truly scary. But then a lot of games reckon they're going to be truly scary, and then aren't. Why should *Guest* be any different? *Duncan MacDonald* finds out.**



O, look – it's a games room! Who fancies a game of spooker (groan). Oh, please yourselves. Let's go and inspectre the foyer instead. (*He'll do anything to wraith a smile. Ed.*)



Why is it that people love being frightened? Are they stupid? No, they're enjoying an 'adrenalin rush'. The brain has said to the pituitary glands: "Hey, this is a dangerous situation we're in here chaps – let's escape!" and the pituitary glands have complied by pumping loads of metabolism-boosters into the bloodstream. You've experienced it, and so have I. When I was eight, I used to hide behind the sofa when the Cybermen or the Daleks appeared on *Doctor Who.* I was an eight year-old adrenalin junkie. So were you... probably.

PITUITARY GLAND ALERT

Now we get to the big question: "Is *Guest scary*? Will I be made to go rushing for the safety of a comforting sofa?" Well, let's see...

Guest is set in a spooky mansion and has quality graphics like you wouldn't believe. Every single room is rendered in total, walkabout 3D, while all the detail in each room – from the carpet to the wallpaper to the patterns on plates on the tables – is texture mapped. Bitmap graphics are cunningly wound around polygons to produce something which is, more 'real' than ever before. You can walk where you want and look at what you want from any angle. *Castlemaster*? Ptui! This is a totally different league.

If you want to get an idea of the amount of work involved, it's worth knowing that each individual room in the game took *one whole month* to design. However, an incredibly realistic visual environment doesn't produce an adrenalin rush alone. It takes the game to do that. So how is *Guest* going to work? Over to Graeme Devine of Trilobyte software...

"Well, we wanted to produce what can only be described as a David Lynch version of *Cluedo.* Sounds strange, doesn't it? But that's because it *is* strange. It's pretty spooky too, but after all that's the idea. The story is about an evil toymaker whose work holds a sinister secret. After buying his toys, a series of children die in very mysterious circumstances. The plot only thickens when the toymaker himself dies.

The actual game begins after this point, when six guests are summoned to the late toymaker's remote hilltop mansion. The player is cast not as a solid, conventional character, but as an invisible entity which can roam throughout the house. Although you can work with all the objects and try to solve the many puzzles, you can't actually interact with the other characters. Think of the player as a semi-passive observer. Your task is to explore the house and follow the exploits of the guests as they go about their business."

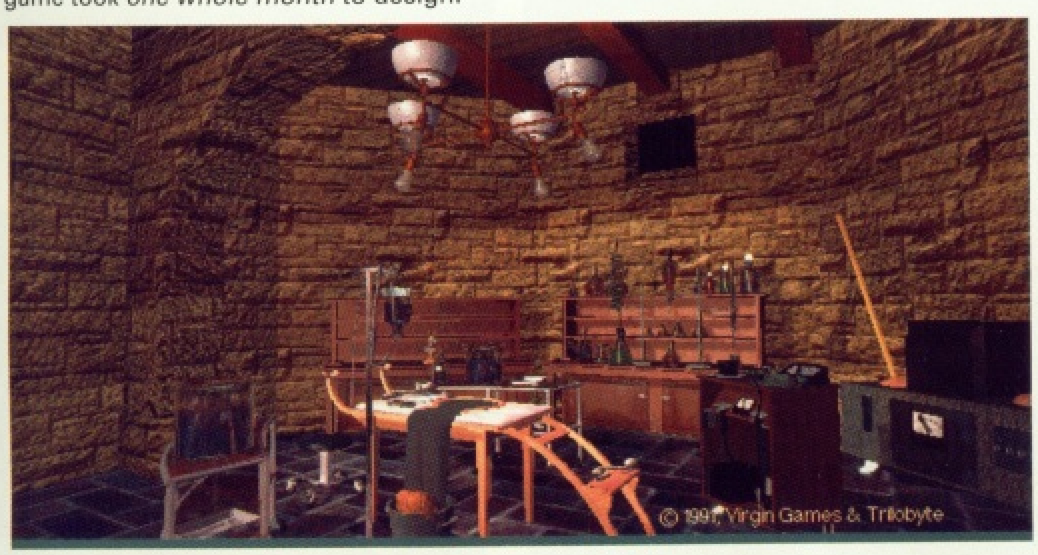
Yes, yes, yes, yes. But is it scary?

"It's scary," says Devine, "*Guest* is like a real *scary* movie. It's like a rollercoaster ride. Think *Blue Velvet*, think *Twin Peaks* and think *The Shining.* Think of the tension you felt when watching *Alien*, and then imagine being actually *involved*. It's scary."

So *Guest* is scary, the graphics are out of this world (as you can see) and it's the best thing since sliced bread. But why is all this only possible with CD-ROM technology? Back to Devine...

"The CD drive is capable of storing incredible amounts of data – if *Guest* came on conventional floppies, it would fill 80 of them. But aside from that, we come to the sound. We're talking *full* atmospheric sound effects. There's talking too – the guests' dialogue has been recorded by real actors, and there's over 40 minutes' worth. And music? You bet! It's been written by The Fat Man, who did the soundtrack for *Wing Commander II.*"

So there you have it. After what seems like years and years and years and years of waiting, the genuine interactive movie is finally here. Or is it? *Guest* is released in July.



WHAT'S WHAT

TITLE	Guest
PUBLISHER	Virgin
FORMAT	PC CD-ROM
PRICE	Tba
RELEASED	July



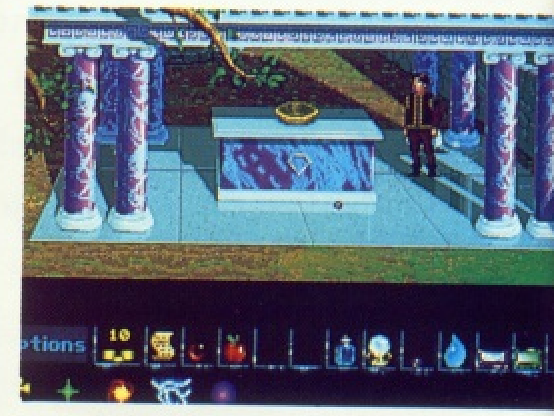
KYRANDIA

Rumours have been floating around that Westwood Associates, the people behind *Eye Of The Beholder I* and *II*, are working on a brand new game. But what is it? What is this mysterious new, and as yet unseen, game? Our tiny, pixellated private eye Felicity Kendal intends to find out.

It's funny, y'know, girls often say to me: "Felicity, when you begin a case, how do you know where to start?" I always fix them with a meaningful stare, tell them that I simply start at the beginning and then I suddenly go all quiet, moody and secretive... and cry a little. They love it. I've had more chicks than you can imagine with that routine. It works every single time. The truth of the matter, though – and I'll be honest with you – is that I always start near a stream in a leafy glade. Somewhere like this, in fact. And wouldn't you just know it, I've spotted a lead already – yellow flowers. I'll pick one, put it in a polythene bag and then see what's beyond the tree line.



"Yes, just as I'd expected – a smallish marble building without any walls. Westwood Associates needs to get up earlier in the morning to put one over on Felicity Kendal, private eye. There's a smallish purple gemstone lying on the ground in front of the



marble slab, but I can tell you here and now that it's a red herring – I'm meant to pick it up and go wandering off, away from the real scent. But I won't. What interests me is the golden bowl. More to the point, what interests me is what's *inside* the golden bowl. Microfilm, I'll be bound – microfilm containing details of Westwood Associates' latest game, with screenshots and everything. Case solved, and I've hardly even begun. I'm brilliant."

"Okay, okay, okay, so there wasn't any microfilm in the bowl. Yes, yes, yes, I know I said I was brilliant, but you don't understand – this sort of thing often happens in the investigating trade. It doesn't mean I'm beaten, you know. The opposite is true, as it happens. Now look at this room I'm in. A treasure trove of clues or what? Exactly, and can you see what I can see? A cauldron. There's



a question that all private eyes ask themselves eventually, and it's this: "What's in the cauldron, Felicity?" Let's face it, there's plenty of room to hide things in a cauldron, so it wouldn't even have to be micro-film – you could get a 500 page manual inside that. I'm so close again, I can feel it...



Felicity: I'm getting nowhere fast and this is turning out to be a tricky case. That cauldron contained nothing but air.
Chick: But my cauldron is full, sir.
Felicity: I'm not talking about *your* cauldron, you stupid bint, I'm talking about a totally different cauldron.
Chick: Sir, you are so cruel. Sob, sob.
Felicity: Look, I'm sorry, I'm sorry, I'm just a bit flustered. Your cauldron wouldn't contain any documents would it? Under all that water?
Chick: No, my Lord, there's nothing within but a magical potion.
Felicity: So much for this room, then. Here – have my phone number.



Felicity: Hello, I'm Felicity Kendal, and I'm a private detective. That ash-tray next to you – is there any microfilm...
Chick: A private detective? Are you 'packing a piece'?
Felicity: Quite a large piece, actually.
Chick: Hmmm... fancy coming back to my place for a good time?
Felicity: Let me think for a second. Yes. Sod the case, I'm with you, babe. Besides, as far as I'm concerned there isn't a shred of evidence to suggest that Westwood Associates have got a new game coming out at all. (And even if they have, it'll only be another *Dungeon Master* clone.)

Look, I didn't know she was your daughter, okay? And we weren't doing what you thought we were doing... let me explain, please. We were playing *Monopoly* when she just missed one of her properties and landed on Park Lane. "Yo, ho – that's mine," I said, when all of a sudden all her clothes flew off. Just like that. Out of the window. And the next bit was like a sit-com really – I was reaching for a blanket to cover her (ahem) 'modesty' when we both fell into bed and then all *my* clothes fell off too. Wouldn't you just credit it? Why are you looking at me like that? I'm not making this up you know, I'm a married man. I've got nine hundred children. Nice dragon, by the way. I love dragons, don't you?



THE UNBELIEVABLE TWIST IN THE PLOT...

This whole Felicity Kendal tale has only been possible due to pictures from *Kyrandia* – Westwood Associates' forthcoming adventure game due for release around August. Yes, you've been looking at screenshots of the thing all the way through, and you never even realised it. (*Of course I realised it – what do think I am, stupid or something? A reader.*)

Kyrandia promises to be to the point 'n' click adventure genre what *Eye Of The Beholder* was to the *Dungeon Master* genre – giving you amazing graphics, a brilliant interface system and a storyline so deep and involved that you'll, well... you'll probably spontaneously combust or something. Fancy picking up those yellow flowers in the first screenshot? Then click with your cursor and drag them down into your inventory boxes below – one of them, two of them or all of them.

Just about everything that looks pick-uppable is pick-uppable in *Kyrandia*, and if it isn't, there's a fair chance that you can interact with it in a some other way. A cauldron, for instance. Drop a gemstone into it. Oh, you've lost it. Try another one then. Shazam! You get a magic spell back, which you can pop into one of your Spell Inventory boxes. See someone you don't very much like the look of? Then take your spell out of your Spell Inventory box and zap 'em in the head with it. Talk to people, trade with people, bribe people, steal things – it's going to be that sort of a game. It's going to be like *Monkey Island*. It's going to be like *Eye Of The Beholder*. It's going to be like neither of these games and both of these games at the same time. It's going to be like... *(Why don't you just say you don't know what it's going to be like and have done with it. A Reader.)* Er... we don't know quite what it's going to be like, actually, because it's still nowhere near finished. But having said that, and taking into account the pedigree of the programmers, we're probably not out of line when we say it's going to be something a little bit special. Watch out for our next report, or the review – whichever comes first. STOP

WHAT'S WHAT

TITLE	Kyrandia
PUBLISHER	Virgin
FORMAT	PC/CD ROM/Amiga
PRICE	Tba/Tba/Tba
RELEASED	Sept/Oct/Sept

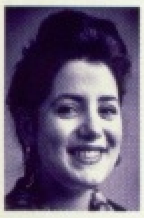
ZERO reviews

CRITICS' CORNER

London's homeless people – they're all over the shop. There must be a hundred thousand of them altogether, eking out a meagre living by begging on the streets of our capital city. So we suddenly thought to ourselves: "Hey, what if there were a hundred thousand *and seven*?" Cue our merry band of critics – did they have what it takes to survive the rigours of life on the street? We took away their clothes, their money and their cashpoint cards and sent them out into the void of hopelessness, with but one cheery message: "Give up within the space of two weeks and you will be fired..."



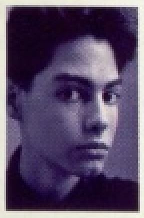
David Wilson: "First we need to find a source of drinking water," said David helpfully, "but if we can't, we'll need to rig up some polythene sheets. We can capture moisture from the air and drip it down into a bucket." Martin was slightly confused: "What are you talking about?" he asked. "Survival," replied David, "and once we've got the water problem sorted, we'll need to cut down some trees to make a sturdy shelter. We can make the roof from banana leaves. Then we'll need to make fishing rods... oh, and someone will have to man the signalling fire 24 hours a day in case any aircraft or ships come into view."



Amaya Lopez: Fiery but pragmatic, Amaya explained to the others that David's view of London's homeless, although undeniably romantic, was of little practical use to them in their present predicament. "Priority one should be the collection of cardboard boxes," she said. "We could always get big branches and banana leaves from Kew Gardens," suggested David. Everyone ignored him. "The back of an eletrical store is the place we need to go first," continued Amaya, and with this the homeless critics trekked to Currys in Oxford Street. Sure enough, the back was littered with all manner of boxes – a veritable treasure trove.



Martin Pond (007): "This one's all damp," moaned Martin, "and it's too small." "It's your own fault for picking the microwave box," said Patrick, who had blagged himself a rather nice fridge-freezer job. David had a washing machine box, and Amaya a cooker box, while Duncan, Jane and Toby were each holding a little 'compendium' of boxes which could be slotted together to form small huts. "Who wants to do a swop?" asked Martin. No-one wanted to. Martin moaned again and muttered something rude under his breath. "We'd better get our heads down for the night," said Amaya, "we've got to earn some money tomorrow..."



Toby Finlay: After a long march down the Marylebone Road, the seven ZERO vagrants found a biggish patch of wasteland near Paddington station, and settled down for the night. "I'm v-v-very c-c-c-c-cold," chattered Martin. His voice was muffled, due to the fact that his microwave box was covering his head. Toby made a suggestion: "Why don't you put the box over your feet instead of your head? If your feet are warm, your body will follow – that's what my nan always says." Martin tried it out. "It's not working," he said after half an hour, but the others were all fast asleep – snug and warm(ish) in their makeshift homes.



Patrick McCarthy: "I slept quite well, actually," said Patrick as he climbed from his box, stood upright, arched his back, stretched his arms and yawned. He wiped some sleep from his eyes. Everyone folded their boxes neatly and stashed them behind a fence, except Martin, who simply mushed his box into something resembling a beachball and tossed it over his shoulder. "I think I've got pneumonia," he spluttered. "Brilliant," said Amaya. Everybody thought she was being heartless, but she explained: "We've got some serious begging to do, and people will readily give money to somebody with snot pouring out of their nose."



Jane Goldman: After a long walk back up the Marylebone Road, the seven bedraggled reviewers eventually reached the heart of the West End. "Look – tourists," said Jane. She had spotted a group of fat people wearing extremely loud checked trousers. "American tourists," clarified David. "They're the best," said Amaya, pushing Martin towards them. "Er... (cough) hello," he spluttered. "Can you (cough) give me some money please?" "Gee, look honey – a real English peasant," said one of the American women. "Yuh. I guess we can spare a few of these English francs," said her husband. The others cheered quietly.



Duncan MacDonald: "Being Americans, they'll probably get their money mixed up and give us hundreds of pounds," said Duncan. "Yes," agreed Jane, "and we'll all be able to stay in a comfortable hotel for a few days." After Martin had thanked the Americans, he rejoined the group. "So how much have we got then?" asked Patrick. "Er... five hundred million pounds," said Martin. "Whaaat?" yelped the others. "Yes. Five hundred million," repeated Martin. Then Duncan woke up. His cardboard box was damp and his neck ached. Everyone was moaning and coughing. The two week real-life nightmare was just about to begin...

WHAT'S WHAT

Scroll your eyes down the column below to get the full gen on our simple yet impeccable scoring system.

GRAPHICS 75	ADDICTIVENESS 87	OVERALL 75
SOUND 40	EXECUTION 80	

Games are marked out of 100 on on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. Now and again, 'Mad' Mike Gerrard may also make up score criteria for obscure adventure games. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Occasionally, if a game suffers from 400 disk changes every pico second, it'll be given a special **HASSLE FACTOR**. They're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is a column devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **BLOGGO'S BASEMENT** section is where you'll find the budget games reviewed. They only get an overall score because we have to squeeze so many of them onto two pages.

ULTIM

The *Ultima* saga continues apace, with the seventh instalment in everyone's favourite sword and sorcery romp. Ever thrusting forward at the cutting edge of technology (hem, hem), Origin has now made significant changes to the game engine. *David Wilson* thrust himself down to Haywoods Heath to play the latest from Lord British.





David Wilson blobbed idly in front of his telly, watching *Stars In Their Eyes.* Suddenly and inexplicably, Leslie Crowther's boat race flicked from sight, to be replaced by a screenful of snow and white noise. He approached the set to give it a taste of Dr Marten air cushion sole, but something eerie stopped him in his tracks. A red blobby thing was forcing its way, *Videodrome*-style through the screen. Aghast, our hero stood incredulous before the entity. Its form was fearsome to behold – a red, skull-like face, with eyes burning like hot coals. "Arrrrgh! It's Glenn Close!" David screamed, "the ruddy cat must be scratching the satellite dish again." "Excuse me!" boomed the voice of the evil entity, "I'm your new neighbour from the parallel universe of Britannia. I am the Guardian. Can I borrow a cup of sugar?" "Stone me!" quoth David, "looks like Britannia is in need of the heroic Avatar to save it from its fate at the hands of the evil red skull. I'd better hurry or Iolo and all my *Ultima* chums could find themselves faced with the biggest sugar shortage in history."

And so it came to pass that, in the absence of a nearby moongate, Wilson booted up *Ultima VII* and was transported into another world. A world of sword and sorcery, exploration, treasure, evil, mystery and small, filthy peasants called Derek.

Yep – it's *Ultima* time again. One of the longest-running computer role-playing sagas in history is entering a new chapter (the first title appeared back in 1980, fact fans). The prolific output of 'books' in the *Ultima* series is starting to rival the mighty Barbara Cartland herself. *Ultima VII* is here (*Ultima VI* having just arrived on the Amiga), and we're told it's "The first chapter of book three in the exciting, award-winning, world renowned *Ultima*® saga!" Blimey! Never mind "saga" – it's a blinkin' library.

Anyway, suffice to say, fans of the *Ultima* series won't be disappointed, no matter how many titles appear. With the improvements made to the familiar game engine in *Ultima VII* and new appended *Ultima* products like *Ultima Underworld*, the series is likely to win Origin a multitude of new fans (albeit rather wealthy ones with big PC set-ups).

In *Ultima VII*, you – the self same Avatar (hero of all the other titles in the series) – have received a taunting message from another dimension (yep – it's that red skull again). You step through the moongate in your back garden and out into Britannia. Now, time on Earth passes rather slowly compared to time in Britannia, and although it seemed like

Three Spooky Facts You Never Knew About *Ultima VII*

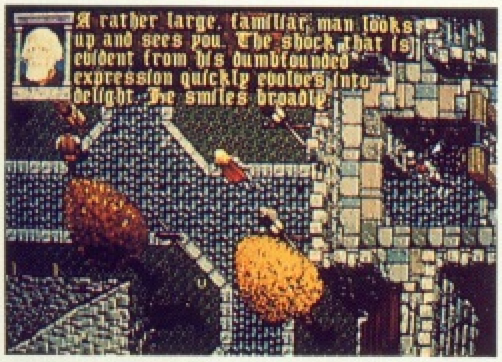
1. **The voice of The Guardian was supplied by Bill Johnson, an actor based in Austin, Texas. Bill took the role of 'Leatherface' in *The Texas Chainsaw Massacre 2*.**

2. ***Ultima VII* is the first Origin title to receive an 'MP-13 For Mature Players' label. This is due to scenes of heinous violence and blood-soaked gore. As Richard Garriot points out: "The scariest foes are those whose evil is most thoroughly perceived".**

3. ***Ultima VII* features several 'guest stars'. These are the twenty winners of a competition run by Origin for players to "star in *Ultima VII*". The characters have been specifically written into the game, from princes through to 'lowly slugs'. Imagine you're walking through the swamps that skirt Trinsic when you encounter a fearful slug. You draw your sword and prepare to send it to its maker... but then, you hesitate... why, it's Elmer X Pinckleberry III from Finkstown, Arizona!**

A VII

THE BLACK GATE





only, ooooh... last year when you were playing *Ultima VI*, you've actually been away for 200 years. Lumme.

In the meantime, some rather rum goings-on have been, erm... going on. A mysterious plague has been striking down the mages at a fair old rate of knots, the youth are experimenting with reagent house parties, pollution and ecological waste are rampant and the moongates are up the creek. As if that wasn't enough, there have also been a series of grisly murders sweeping across the townships. Your quest will be to discover just who's behind all this chaotic collapse of society.

The new *Ultima* game is a radical revamp of the old game system. Gone are the old 'tile' graphics, where everything was played out in small boxes. Now the game is played on a full multi-scrolling screen, with a sort of *Windows* facility where your inventory appears in a seperate window, and when you open up haversacks they pop up, overlaid on the main game screen. You can then click on these 'windows' and move them about all over the shop, so that they don't obscure the action.

As for the game itself, it's still viewed from the familiar 'overhead but slightly from the side' viewpoint, but now the magnification has been doubled, allowing for much bigger sprites and a greater amount of detail in the individual scenes. About 20 Megabytes of memory has been splashed on the individual characters, and this is evident in the way they practically have a life of their own. The game graphics have a kind of psuedo-3D spacial effect as your character moves up and down levels. Enter a house and the roof and top floor disappear to reveal the interior. Climb up the stairs and the top floor will appear, superimposed on the lower part of the house. Talking to characters involves *Monkey Island*-style multi-choice responses, and everything is fluidly controlled by the mouse. Solving the murder in Trinsic will earn you a deed to enable you to leave the city, so that you can explore the rest of the continent. Your quest is huge, erm... so you'd better get your skates on.

PC

ZERO HERO

David: Several companies in the world of computer games seem to thrive on sequels. Sierra, with its *King's Quest I-V* and *Space Quest I – IV;* New World Computing, with its *Might And Magic I – III;* and, of course, Origin, with its *Ultima* series, now in its seventh outing (and that's not including extra appendages like *Martian Dreams*). The *Ultima* theme may have stayed with us, but the gameplay and graphics are changing as technology improves.

Origin's developments in the field of new technology have given the company considerable potential to further improve upon the already successful *Ultima* system. The graphics are artfully created, and the control system, using mouse or keyboard, is intuitive and friendly. The attention to detail is a knockout. Walk past a stained glass window and witness the multi-coloured light reflecting upon you. There's a whole continent to explore – it's like a whole *Dungeons And Dragons* campaign game poked into your CPU.

Unfortunately, like all new Origin product, you'll only really reap the benefits of this title if you have a large and powerful PC set-up. A 256 colour VGA graphics card goes without saying. With an *Ad Lib* you'll hear a cinematic musical score, and with a *Sound Blaster* you'll also hear the digitised speech. Origin recommend you play this game on a 386 PC or better. Still, if you've got the kit, *Ultima VII* really delivers. The sound, with its full digitised speech, music and effects, combined with beautiful graphics and huge depth of gameplay, make *Ultima VII* pure escapism. Don't come to this game with any preconceived ideas formed on playing the earlier titles – this one will will woo the most obstinate Doubting Thomas. *Ultima VII: The Black Gate* is undoubtedly the best *Ultima* yet.



That's 'grisly', not 'gargoyle' murders.

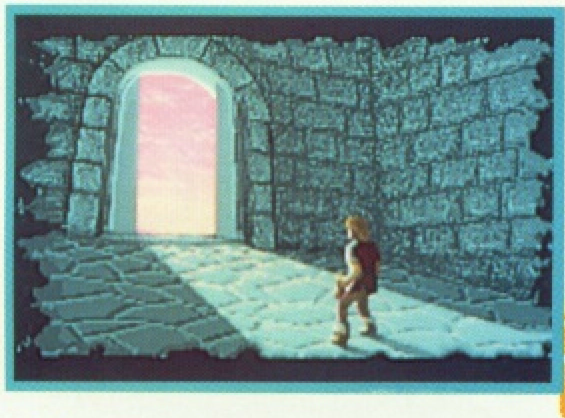
GRAPHICS	90	ADDICTIVENESS	88	OVERALL 90
SOUND	89	EXECUTION	89	

WHAT'S WHAT

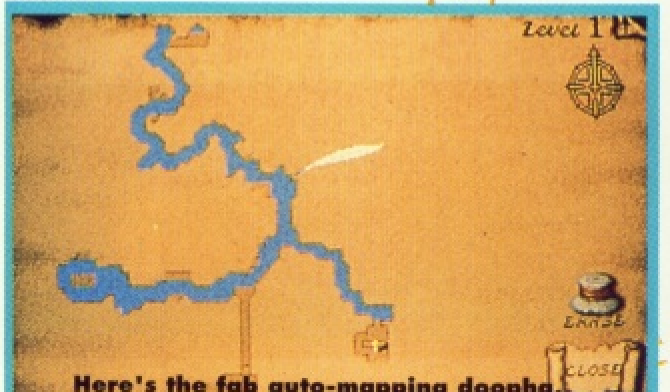
TITLE	Ultima VII
PUBLISHER	Origin/Mindscape
FORMAT	PC 386+
PRICE	£39.99
RELEASED	Out now

STOP

ULTIMA UN



Take a well-used and oft-copied formula, plonk it in the hands of the most state of the art development house, and let them mix it with the latest in graphic and coding technology. The formula: *Dungeon Master*, the development house: Origin, the game: *Ultima Underworld*, the reviewer: *David Wilson*.



Here's the fab auto-mapping doopha

HARDWARE REQUIREMENTS

● As is becoming the norm with Origin's PC titles, *Ultima Underworld* is designed with a high-end PC set up in mind. The optimum recommended PC is a 20mhz 386 with sound board and mouse. The music and sound effects can be heard through *Ad Lib* or Roland, and if you have a *Sound Blaster*, you'll get to hear digitised speech.

There's no doubt that *Dungeon Master* is the Helen Of Troy of computer games – the game that launched a thousand imitations. Now Origin has tried its hand at the genre, but this time they've actually produced something different. Utilising its advanced graphic and coding routines, used to such effect in *Wing Commander*, Origin has come up with the ultimate dungeon-exploring title.

Based on the familiar *Ultima* series, you step once again through a moon gate and into the magical kingdom of Brittania. Now, let's be frank – it's all very well hopping through a moon gate and dropping into another time dimension, but how do you know where'll you'll pop up? The expression 'look before you leap' has ne'er been more applicable. It's all very well materialising in front of the lovely Princess Steg as she steps lithely from her towel into her bath of hot asses milk, locked safely in her boudoir with sixteen scantily-clad handmaidens (hem, hem). But what if you step into the bedroom of the Baron's young daughter, just in time to witness her abduction. Before you can prevent the foul deed, the guards burst in upon you and hold you fast while the real culprit escapes. You're carted off, declared guilty and tossed abruptly into the Stygian Abyss – the deepest dungeon in Brittania! And guess what? This is exactly what happens to you in *Ultima Underworld*. So how're you going to get out? You'll have to play it of course.

First, you'll need to create your character. Choosing a name, gender, profession and picture of your new personna will also entail you being granted the familiar list of role-playing stats. Unlike other *DM*-style titles, *Ultima Underworld* doesn't let you take a party – in this one you're on your own. Mind you, if you get lonely you'll be able to chat with other characters. Select the Talk icon, click on the chap you've encountered, and you'll find a selection of responses to make, or questions to ask.

With eight mammoth levels before you, incorporating what Origin reckons to be "over 24 miles of corridors" (!) you'll be hard pushed to either survive, return to the surface or even rescue the kidnapped chick to boot. Blimey!

PC

David: Although *DM* is a classic and has many imitators, no-one seems to have taken the technology much further. Until now, that is, because Origin has applied its 3D spacial graphic technology to the first person perspective dungeon-exploring environment. The graphics are state of the art 3D polygons, overlaid with a bitmapped graphic. The sound and fluidity of animation all contribute to an environment that is at once atmospheric and all-encompassing.

The icon/mouse driven control system is instinctive, accessible and user-friendly, and even the simple act of walking is given a surprising depth. Holding down the left mouse button tells your character to walk. Moving the mouse cursor around the screen dictates the direction, and all the while you'll hear the sound of your echoey footsteps. Move the cursor higher up the screen and you break into a jog, move it down the screen and you slow down. By the same token, you can move backwards or walk sideways, crab fashion. You can look up, you can look down. You can even perform running or stationary jumps to help you overcome obstacles. There are also upward and downward slopes to contend with, as well as stunningly animated waterways for you to swim down, accompanied by effective splashing, gurgling sounds.

Combat has also been brilliantly



Mind you don't get grabbed by the ghoulies!

WHAT'S WHAT

TITLE	Ultima Underworld
PUBLISHER	Origin/Mindscape
FORMAT	PC
PRICE	£39.99
RELEASED	Out Now

NDERWORLD: THE STYGIAN ABYSS

executed, with your own realistically-scaled arms in evidence as they lash out at assailants. Again using the mouse, you can have a wide selection of swipes at your disposal. Objects you collect can be dragged into your inventory window, weaponry can be placed in your hands, and armour or clothing placed on the picture of your body. Once you've found a map and placed it in your inventory, you can click on this to open the innovative auto-mapping system. A whole screen of 'parchment' shows where you've been. Your cursor turns into a quill – you can use this to write your own messages, describing locations you've visited for your reference. It's all so fab.

So what's the down side? Well, there isn't really one, er... except that, as in *Wing Commander*, the sprites tend to appear very blocky when approached close up, but this doesn't detract too much from your enjoyment. I suppose the real problem lies in the hardware requirements. *Ultima Underworld* is unlikely to appear on any other formats, and even on the PC you'll really need a top-end set-up to make the most of it.

The game is user-friendly in the extreme, with four detail settings allowing you to alter the graphics to cope with slower machines. From losing the detailed ceiling texture overlay, down to a minimum filled polygon environment, the choice is yours. The only trouble is that the game is so



Coo! I think that Baron chap fancies me.

impressive on a big PC that you'll really feel like a poor relation playing the game on the lowest detail setting. Suffice to say, if your system can take it – buy it. *Ultima Underworld* is the new standard in first person dungeon-exploring titles. 'Nuff said. STOP

GRAPHICS	92	ADDICTIVENESS	88	OVERALL 93
SOUND	89	EXECUTION	90	



ICON SEE CLEARLY NOW

1 PREFERENCES Choose to Save or Load a game, alter detail and game speed for different PC set-ups and other preference options from this icon.

2 TALK ICON Well, this obviously enables you to talk to characters you encounter.

3 PICK UP ICON Any objects you find can be collected by clicking here, then on the object in question.

4 EXAMINE ICON If you fancy a closer look at things, then this is the icon to select.

5 FIGHT ICON Hurrah! This is what they want. Place a weapon in your hand, and with this icon selected you'll be able to swing it around like jiggery.

6 USE ICON Got a key, and a locked door? This Use icon will probably be a handy one to highlight.

7 POWER METER In a battle, hold down the mouse button and this changes colour to indicate the strength of the blow.

8 COMPASS The point with the red tip is North, so set your bearings with this handy orienteering device.

9 SCROLL Hey, Rock 'n' scroll! This provides you with information on your whereabouts and surroundings. Those handy lizard chaps turn it for you with some deft claw work.

10 RUNE SLOT This is the holder for your rune letters. You'll come across rune tiles in your exploration, and they'll be stored on the reverse of your inventory screen. Combinations of runes placed here create magic spells.

11 HEALTH POTION This reflects the state of your character's health. The less fluid, the less life. The potion will also change colour to denote health-affecting situations such as being poisoned(!)

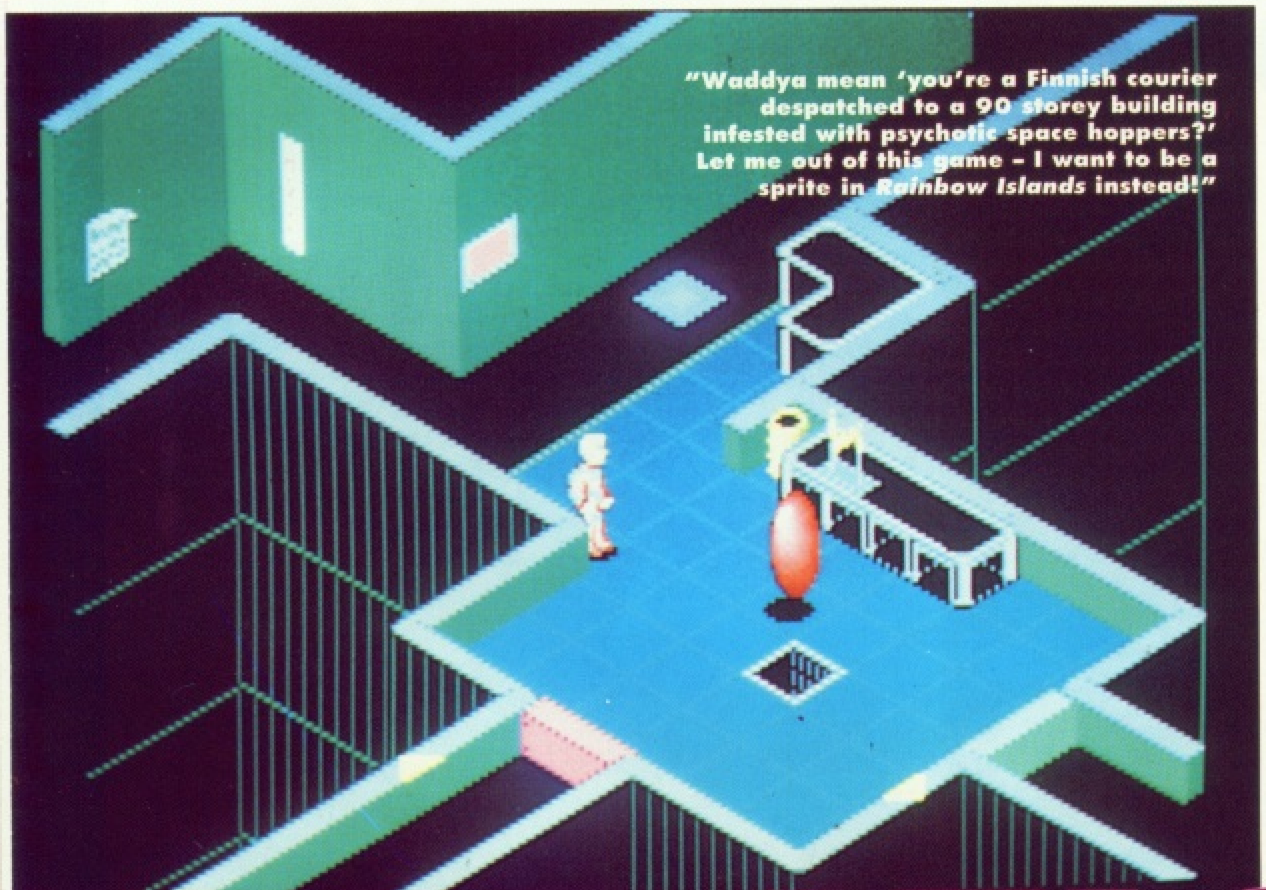
12 MAGIC POTION This potion denotes the amount of magical power at your disposal.

13 CHAIN This chain turns your inventory screen over to reveal the rune screen, or vice versa.

14 INVENTORY SCREEN This shows your character, what he's holding and/or carrying. The tiny slots next to the character's hands are for rings. (Ya poof.)

D GENERATION

Patrick McCarthy knows all about degeneration. His behaviour has been going steadily downhill since he learnt to crawl. So it was unsurprising when he rudely slapped his way to the front of the queue to review *D/Generation*.



"Waddya mean 'you're a Finnish courier despatched to a 90 storey building infested with psychotic space hoppers?' Let me out of this game – I want to be a sprite in Rainbow Islands instead!"

ZERO HERO

"I realise that life is just a bowl of cherries," said Airiijiaaa Amiiiaaoiaoo to himself as he fired up his jetpack, 'but why do I always end up with the pips?' He consoled himself with the thought that at least they were better singers than the Supremes and checked his fuel gauge. Life had been tough lately. He was a weary Finn. Only yesterday he'd been strip-searched at customs when the official asked him his name.

Apparently the man thought he was trying to smuggle a cat into the country. He was very nice about it afterwards, but that didn't really relieve the pain. He'd had such terribly big hands. And now poor Airiijiaaa had been given this job by the courier company he worked for. Was it a prime run – a quick dash down to central Helsinki? Oh, no. Flippin' Baarrii at control always saved the nasty jobs for him. It was all the way to Singapore, by jetpack. He sighed and opened the throttle to 'cruise-but-not-too-fast' (he wasn't wearing his thermals). There was a long journey ahead of him....

Some hours later he landed on the 80th floor landing pad of Genoq Biolabs in Singapore and entered the building. He was slightly disconcerted at the eerie music that surrounded him, and became distinctly uneasy when the door sealed itself behind him. "Package for Mr Derrida," he trilled nervously down the corridor. There was no answer. He made his way into reception, and nearly got shot by a horrid revolving security pipe-thing. He realised that when it once more faced him, it would shoot at him again, so he switched off the large triangular button behind it .

A secretary came out from behind her desk where she'd been hiding and, although she doesn't actually do this in the game, filled him in on the rest of the scenario. (Largely because I think we've all had enough of this rather dreadful little narrative.) "Okay, you hunk of Finnish manhood," she said, "this is the gen. Hey, groovy boots, by the way – are they Junior Gaultier? No? Oh... where was I... this guy Derrida has been working on some rather naughty experiments with biological wossnames, and they've kinda gone bad... er... anyway, they've taken over the joint... er... Neogens or something..." (She was there for her typing speed, not her scientific knowledge, for heaven's sake – give her a chance.) "... and they're all over the place. The building's security system is also wacko – it fails to recognise humans and shoots at them."

"Here," she said, "read this – it tells you all about it." It was a battered old copy of a 20th century magazine called ZERO. Inside was a picture of himself and a few rooms with explanatory notes. "Weird," said our heroic Finno to himself, "we seem to have some kind of time-loop situation on our hands." "*There are four types of these Neogens,*" he read, "*the A/, B/, C/ and D/ Generations. A/Gens are big red balls that go transparent and jump on you, and you look like a spacehopper. The B/ Gens are big blue tubes and they hide in the floor and pop out again when you least expect it. They jump you and squash you. It plays havoc with your clothes. C/Gen types are even worse – they can take the form of whatever they fancy – a wastebin or a chair or a human or anything. Then they'll pull your head off when you're not looking. And don't ask about the D/Generation, because I haven't got that far in the game yet. But you can bet they're pretty unpleasant and probably disguise themselves as a whole room or something.*"

You're a pretty brave guy," said the secretary, "why don't you try to reach this Derrida chappie with your obviously vital package? He's only ten floors of 3D isometric mayhem up from here, on the 90th floor. If you help survivors to escape you'll get an extra life, and they'll probably help you by answering questions and giving you clues and bombs and stuff. And you can log on to computers to get information from them too. What are you waiting for? Get going – I'm off home.' Airiijiaaa sighed. He made his way into the first room, chanting to himself to keep his spirits up. That Baarrii really had a lot to answer for.

WHAT'S WHAT

TITLE	D Generation
PUBLISHER	Mindscape
FORMAT	PC/Amiga & ST
PRICE	£34.99/£25.99
RELEASED	Out Now

ENERATION

Patrick: The blurb for this game promises so much that I got quite excited for a minute. Then I remembered all the times in the past that I've been promised exciting things and been subsequently disappointed (that time with the talking dolphin, the vegemite and the paddling pool was the most upsetting). So I pulled myself together, calmed down and loaded the game.

Then I got all excited again. This is one of those rare games that actually delivers what it promises. The gameplay is absorbing, addictive and even amusing, the logical element makes you feel pretty clever when you sort out a tricky room, and even the sound is smart (if you have a sound card). "Hey! Nice laser noises," I thought, as I shot my first innocent bystander with a ricochet off a waste paper bin. (Of course, it didn't really help him much, but he was dressed really badly, so who cares, eh?) And once I'd discovered the fun you can have leading the survivors across the electrified floor-plates, my day was well and truly made. It's not really a good thing, of course, as you don't get the extra life that you would if you guided them properly to the pink arrows, but it's quite funny. All that's missing is the bacony smell. (*Oh, God. Ed.*)

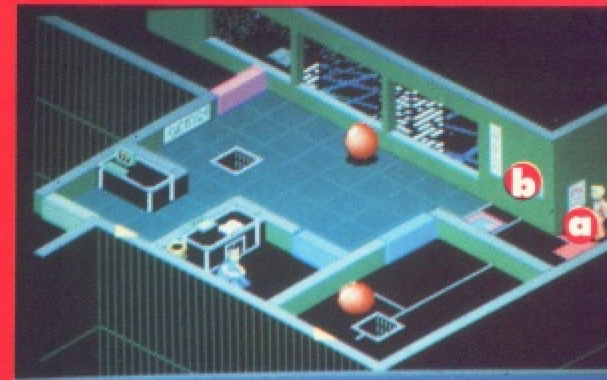
It mentions 'virtual reality' in the blurb, but I couldn't really see what 'virtual reality' has to do with it, apart from the fact that it's this year's buzzword. The more advanced Neogens just change shape, basically. They're no more using virtual reality to do so than the aliens in *Super Space Invaders* are when they change shape. Still, the game's so good, I can forgive them a bit of poetic licence.

The game gets increasingly complex as you progress, with keys in some rooms affecting doors in others, but the progression of difficulty is very nicely executed. There is great variety in how rooms need to be approached, and the ingenuity of the whole thing is, well... rather splendid. And what's the best thing about the whole game? The fact that you're Finnish – they've got to be easily the coolest nation in Europe, if not the entire world.

I love this game. In fact we're practically engaged. I probably won't even give it back. (*Oh yes you will. Ed.*)

GRAPHICS 87	ADDICTIVENESS 90	OVERALL 91
SOUND 86	EXECUTION 90	

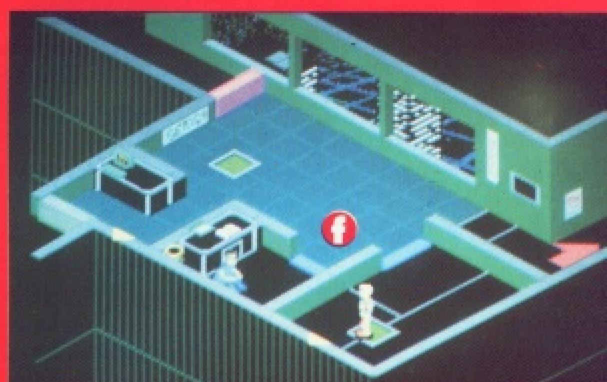
D/GENERATION THE TONY NIEMENEN WAY



(1) "Stap me vitals!" thought Tony, the 16-year old ski-jumping prodigy to himself. The giant red balls were bouncing menacingly before him, and things looked pretty damned dicey. "Just look at the size of those munats* – they're huge!" Quick as a flash, he spread his legs into the new V-position, whipped out his laser and blew away the munat in question.



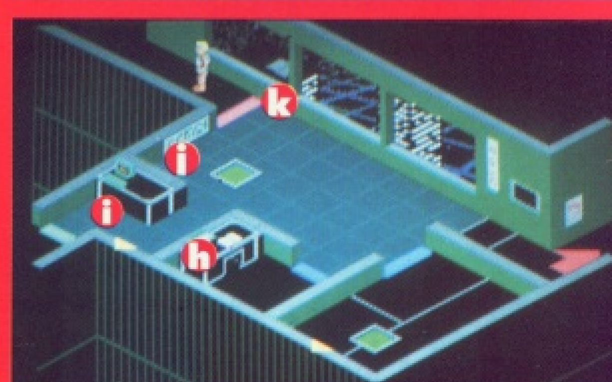
(2) Avoiding the electric plate in the floor (a), he dashed into the room, still firing at the emerging munats. He positioned himself on the vent (b), through which they were appearing. "Phew," he said, "this is even scarier than the 90-metre hill. Still, at least there don't appear to any of those big blue pippeli in this particular room. That's something to be thankful for."**



(3) Dashing to the wall switch (c), he opened the door to the room with the rest of the munats in, went into his ski-jumping crouch and leapt into the room, gun blazing. He killed any Munats foolish enough to show themselves, and sealed the other vent (d). Then he pressed the other wall switch (e) that opened the door to the small room with the cowering survivor in (f).



(4) "You took your time, didn't you? Ha, ha, ha, ha!" said the survivor. Tony didn't like this show of ingratitude at all – instead of leading him to safety at the pink arrow (g), he timed it so that the ungrateful oaf got electrocuted on the floor plate. It meant Tony didn't get a bonus life, but he felt it was worth it. (Teenagers can be such hot-heads, can't they?)



(5) Cleverly going back into the room, Tony shot the wastebin in the corner (h) and pressed the hidden button behind it. This opened the door on the left (i), letting him exit left. Here, an old chap gave him the password for the computer (j), said password opening the door at the top (k). Sadly, he got killed on the next screen, ending his oh-so-promising career.

FINNO-ENGLISH PHRASEBOOK
*** Munats - Erm...cough...gonads, actually**
****Pippeli - Blush...well...winkles, really**

TION

come and play



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645

COMPACT DISCOURSE

Just what is the future of games technology? Well, you can already buy a CD-ROM drive for your PC, Commodore is about to release an external CD drive for its Amiga, and Philips is shortly to introduce us to its CDI, so compact disks could be a reliable format forecast. *Rachel Wolfe* has always harboured a secret desire to be a presenter on *Tomorrow's World*. When we asked her to present a round-up of this future games medium, she jumped at the chance. So, apart from being shiny and silver, what's the attraction of CD?



The Cheesy family gather round for multi-media fun.

Apart from being cheaper to make and harder to copy, a single CD can hold the equivalent of 470 high-density floppy disks. With an average game, substantial savings can thus be made. Hopefully, these CD products will take further advantage of the medium and offer something new. Maybe. Hardware companies are also keen to find new sources of income. Sales of personal computers have slumped as the console fad has surfaced. Everybody will be able to buy a CD-ROM drive for their computer or console over the coming months. (Oops, confusing techno-jargon has already started to creep in.) This device is a bit like the ordinary audio unit which plays your fave opera track or the new Prodigy single. However, these special CD-players can not only work conventional music compact discs, but also the ones used to store the various bits and pieces which make up a video game.

A bewildering array of options and terminology is already clouding the emerging market. At least everybody is agreed on one thing – compact disc is on the way to dominating the video games industry within the next three years.

It's surprisingly easy to be swept away by talk of lovely new technology and reasonably-priced games, sporting images and sounds better than a low-budget movie or TV show. Unfortunately, reality hasn't quite caught up with such fancy prophecies yet. Would-be sellers and punters must be aware of the key issue – software is the determining factor. Creating a half-decent CD game with oodles of stoning visuals and noises costs in the region of £200,000. The development community is only just beginning to understand the stumbling blocks, let alone finding ways of getting around them.

Psygnosis has been secretly working on a number of games employing custom-made software which specifically exploits the benefits of CD-ROM. As the Fractal Engine is hardware independent, Psygnosis can release the same game on Multimedia PC, Sega Mega-CD, Fujitsu FM Towns, and so on. Owners of the CDTV have already seen an early example of what this impressive software can pump out, in the *Planetside* demo supplied free with their machine. The CD generation of Psygnosis games will look more stunning than any ordinary games for the Amiga or ST. The trouble is, the whole process is very much like trying to write ten conventional games, all at the same time.

Big names are starting to muscle-in too. Sony specifically formed a division last year to create, produce and distribute interactive entertainment and multi-media products. It's a wise move. This giant Japanese company can call upon a wealth of 'software' from the movie and record subsidiaries. Re-using existing images and music is a quick, easy and relatively inexpensive way of getting products out on the street. You could make millions of pounds every time Michael Jackson releases a new album or Arnold Schwarzenegger stars in a brilliant action movie – watch the movie, hear the soundtrack, wear the T-shirt, eat the breakfast cereal, play the video game. One top-ranking official at Sony once suggested they would publish video games on potato chips if it made commercial sense. (*Depends what they taste like. Ed.*)

These are the days of innovation. Anything is possible with a fair sprinkling of imagination, talent and resources. Nobody knows exactly what lies around the corner. Erm... except Judith Hann, of course.

"We're trying to achieve a wider audience through a combination of technology and more exciting software. Once we introduce CD-based video games, we'll open a whole new category of opportunities."
Olaf Olafsson, Sony.



"A great game should have a profound storyline and be richly detailed."
Richard Garriott, Origin (creator of the best-selling *Ultima* saga).

"The interactive entertainment industry is gearing-up for a profound evolution in product design. CD-ROM-based games will be much broader in creative scope. Production values will soon be closer to animated television than conventional video games."
Doug Glen, Lucasfilm Games.

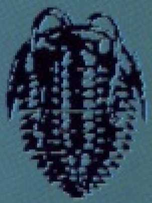
"Psygnosis is more likely to make a good interactive product than, say, Warner Bros or Columbia Pictures. Our Fractal Engine for CD-ROM can do Star Wars or Top Gun, anything of that ilk."
Ian Hetherington, Psygnosis.

CD Rom Special



"A great game should be an interactive audio-visual feast that draws you into another world."
Chris Roberts, Origin (the brains behind *Wing Commander* and, rather less successfully, *Stryker's Run* on the BBC microcomputer.

"CDTV is a unique source of information and entertainment. If you know how to change TV channels with a remote control, you can take full advantage of it."
Nolan Bushnell, Commodore (the company which started the video game craze with the launch of *Pong*).



"We refer to Guest as interactive drama, it's like taking part in a frightening R-rated movie set inside a haunted house."
Graeme Devine, Trilobyte (producer of a game based around cult B-movie, *Attack of the Killer Tomatoes*).

"CDI technology will bring a level of interaction and realistic gameplay never previously experienced by Nintendo fans."
Bernie Luskin, American Interactive Media.

AMIGA

Let's face it, most of the CDTV software currently on sale is absolute crap. Who wants to see flakey black and white images of nude women or help some stupid bear visit an American high school? You can count the CDTV games worth having on one hand. Nothing short of revolutionary? Don't make me laugh. Only the external CD-ROM A570 drive for the ordinary Amiga holds much promise for any improvements in quality and quantity. If this add-on does take off, it could encourage a higher calibre of Amiga CD games. Commodore hopes to have the A570 ready for launch next month. Although the asking price remains unannounced, it's expected to be in the region of £300.



Oo – blinkin' – er!



CDTV – finger clickin' good?

PC

Thanks to an abundance of low-cost CD-ROM drives and Microsoft selling the appropriate *Windows* software package by the million, PC has a head start over other systems. A mark of this success can be gauged by scrutinising the seedier side of the business. Sleazy porn-pushers have already made their move into the potentially lucrative CD-ROM market. A quick browse through one of the heavyweight U.S. computer hobbyist magazines will probably reveal plenty of adverts for 'XXX-rated VGA movies and images on CD-ROM'. Hmm... hardly fun for all the family is it?



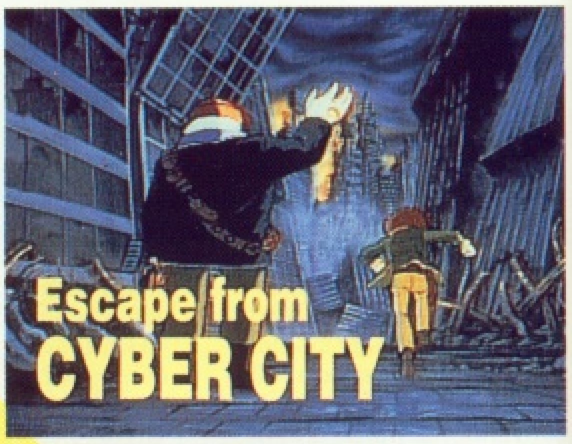
Will *Guest* fill the lobby?



A CD-ROM drive relaxes.

CDI

Direct competition for the CDTV, if it needed any in the first place, is fast looming on the horizon, courtesy of Compact Disc interactive from Philips, Sony, Matsushita and over 100 publishers of global distinction. CDI is a complete multi-media workstation which combines music, speech, sampled sound effects, video, animation, still images, movie clips, digitised pictures, text and anything else they can squeeze in. It's likely to be a complete culture shock for everyone concerned. Musicians, actors, artists, designers, film directors, script-writers and photographers will all be needed to produce a good title. Problems with copyright issues are rearing their ugly heads already. According to hopeful futurists and pundits, multi-media will have a profound effect over the coming years. The 'Philips Imagination Machine' has been plagued by long delays and false starts, so everybody involved in the scheme desperately wants this to be a blockbuster on a massive worldwide scale. Early indications from Japan and the USA hint that this could become a laserdisc for the nineties, condemned to a life of uninteresting corporate training videos instead of the best in leisureware. Only a steady booking of top turns will save it from the brink of disaster. Scooby-Doo, Fred Flintstone and the rest of those crazy cartoon creations from Hanna-Barbera are making their way onto the CDI, along with famous Nintendo characters such as Super Mario Brothers and Zelda. Before you get too excited, these will almost certainly be 'infotainment' releases. In case you're wondering, such offerings are a blend of education and entertainment, much-loved by New Age idealists. Personally, I'd prefer a good shoot 'em up any day. Philips has thrown an awfully large amount of cash behind this product and it certainly shows. Sales blurb is in plentiful supply, like: "CDI is the most exciting and evolutionary technology ever experienced by consumers," and "an amazing new dimension in interactive home entertainment".



Escape to the future with CDI?



Philips' CDi machine – July release?



JVC's restyled Mega CD will offer new features.

Although NEC unveiled a CD-ROM device for the PC Engine some time ago, Sega and Nintendo are rapidly stealing the limelight with some glamorous products and intriguing announcements. Sega was first off the mark with the Mega-CD peripheral for the Mega Drive console. This is more than a standard CD-ROM drive, though. It's a box of tricks which radically improves the pictures and sounds of any purposely written Mega-CD game. A host of silicon chips boost the new console/CD-ROM combo way beyond the noticeable limitations of a stand-alone Mega Drive.

In a very smart move, which is sure to spark a bout of intense rivalry around the world, Sega has given the Mega-CD system a comparable capability to the Super NES. Nevertheless, there is a problem – the first batch of games are well dodgy. Maybe that's why Sega has licensed the award-winning *Wing Commander* from Origin. This epic space combat should be an excellent showcase for the improved hardware.

Not wishing to be left far behind, Nintendo is due to introduce a phenomenally cheap CD-ROM player for the Super NES in January 1993. These compact disc games will use the CD-ROM/XA format licensed from Philips. Unlike previous incarnations, it enables the smooth interleaving of sound, video and data. This will be assisted by a system cartridge with a built-in, real-time graphics co-processor for displaying full-screen, full-motion video. Or, in plain English, pictures like those seen on a security monitor. For a mere $200, this CD-ROM could sweep the rest away. The Super NES already sports some of the best video games available today, namely *Super Mario World* and *Super Formation Soccer*, just imagine what would be possible when the power of CD is fully exploited. The SNES-CD may also be able to work with CDI and the Sony Play Station, or vice versa. Discussions are currently being held by all companies concerned.

Last, but by no means least, JVC (under the guise of Victor) has a tasty treat on display in Japan this month. The Wonder-Mega is a restyled Mega Drive and Mega-CD for the mass consumer market. It can play any cartridge or CD available for these Sega machines... and more besides. Apart from the cyber design, this neat gadget has a few novel features of its own. You can connect up two microphones to sing along with Karaoke (CD+G and/or CD+MIDI) compact discs, and the Wonder-Mega has a MIDI OUT port at the back. This will enable you to play music and sound effects through a synth, drum machine or any other type of MIDI instrument. Cheaper and far sexier than either the CDTV or CDI, systems like the Wonder-Mega seem to be the way that things should go. STOP



Wing Commander- licensed to the Sega Mega CD.



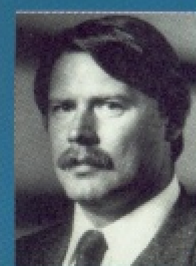
Super NES CD for '93.



The Sony Playstation – CD for the mass market.

"Our new compact disc accessory will launch the next generation of video games."
Minoru Arakawa, Nintendo.

"Konami wants to get a taste of CDI entertainment. In fact, we recently opened a research facility in Japan to explore new technologies. We are investigating all possible systems that support CD-ROM."
Emil Heidkamp, Konami.



"We're determined to keep our lead in technology and development. Our early commitment to enhanced graphics and CD-ROM clearly defines our role as the industry's leader."
Ken Williams, Sierra Online.

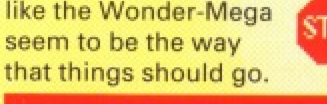
"Adult fantasies on CD-ROM!!! 450+ megs of the hottest adult graphics anywhere! Organised for easy selection and viewing. Photo-quality scenes for every fantasy."
(Name withheld for reasons of good taste).

CD-ALERT

A few important words of warning before you rush out and buy any of these CD-ROM gizmos. It's best to wait for the official European adaptions of these machines, in case there are any horrendous compatibility problems!

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Super NES CD for '93.

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URGENT!
PRIORITY ORDER

2

ZERO

Subscription Department
FREEPOST 7
LONDON
W1E 4EZ

Trilobyte (producer of a game based around cult B-movie, Attack of the Killer Tomatoes).

"CDI technology will bring a level of interaction and realistic gameplay never previously experienced by Nintendo fans." Bernie Luskin, American Interactive Media.

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Philips' CDi machine – July release?

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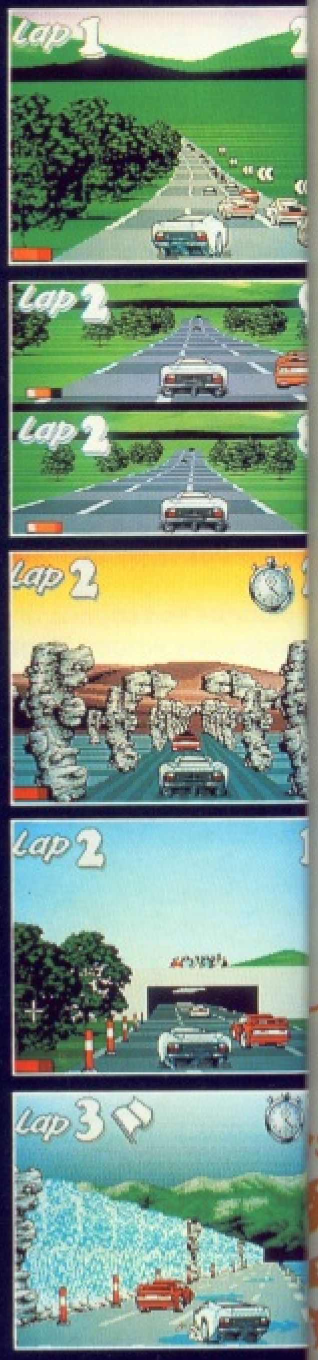
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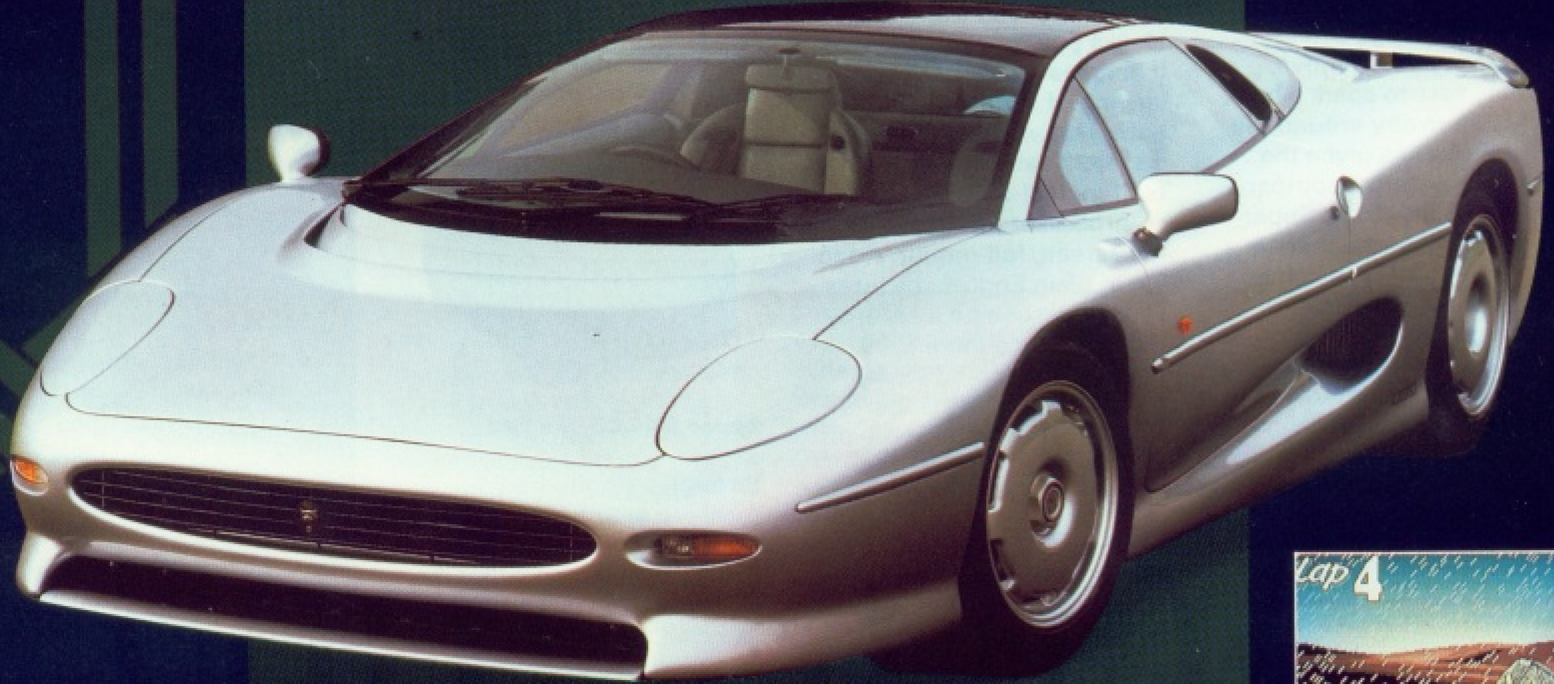
JAGUAR
XJ220

Race your Jaguar XJ220 against other super cars including Ferraris, Porsches and Lamborghinis over thirty six circuits through twelve different countries. Speed through variable weather conditions whilst tackling waterfalls, tunnels, cliffs, bridges and mountain passes.

- *Fog, snow, wind, rain and sandstorms.*
- *One or two-player split-screen option.*
- *Joystick or mouse control.*
- *Map editor – Create your own circuits.*
- *Financial Management strategy.*

Will you run out of bottle before throttle?







Screen shots taken fro[m]
Amiga version

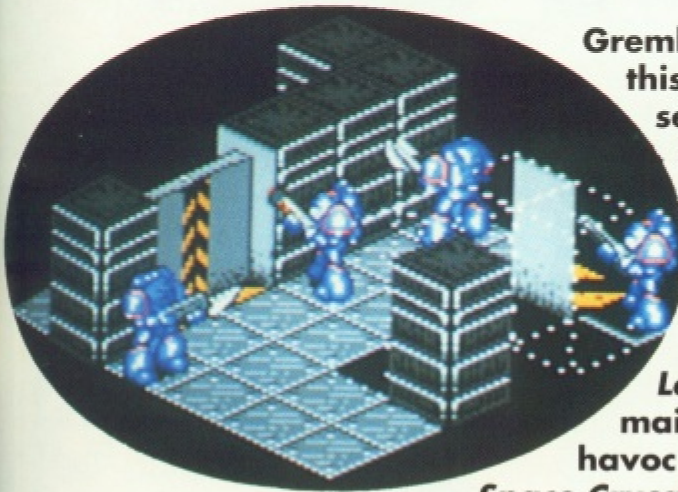
Available on Atari ST and Commodore Amiga (both 1 Meg only).

Under licence of Jaguar Cars Limited, UK.

CORE

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SPACE CRUSADE

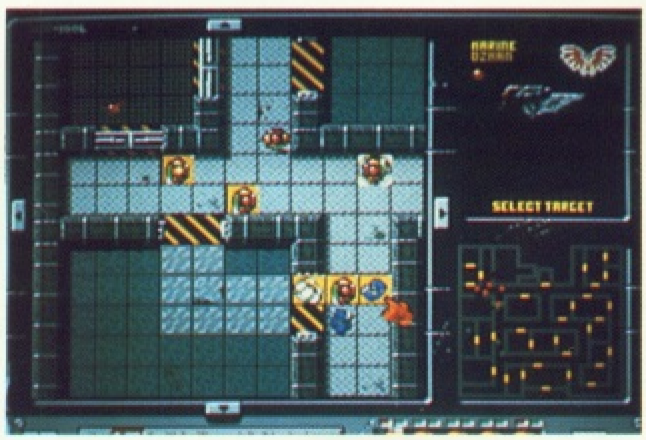


Gremlin is responsible for this update of the best-selling board and computer game *HeroQuest*. We detailed inveterate physical coward *Michael 'I'd Be In There Too If It Wasn't For This Damn Leg' Horsham* to kill, maim and generally cry havoc to find out whether *Space Crusade* was any good.

Upward and onward from *HeroQuest*, the scenario of *Space Crusade* is by no means difficult to grasp, particularly if you've played either the original board game or its computerised equivalent. Essentially the game is about some rough, tough, rootin' an' a-tootin' chapters (or groups) of space marines. Instead of being asked to play in the Space Marines Academy Band, they're politely ordered to kill lots of different aliens who inhabit the ship in which all the action takes place.

In the course of carrying out their missions – all of which concern exterminating, destroying, eliminating, purging and generally being very, very unpleasant – these tough marines dispatch their foes with a variety of weapons of the rootin', tootin' kind. You know, the usual sort of thing: plasma guns, missile launchers, bolters, power axes and elastic band catapults with paper clips in them.

At the start of the game, you're required to choose the mission, the guns and stuff, and the brave chaps who will be sent in to do the job within a given number of turns. (I'd go in too, if it wasn't for this damned leg.) All of this setting-up is made incredibly easy by simply clicking your mouse on the relevant icons. Details of the mission and the orders you will need to follow can also be called up at the mere click of a button.



So, you've selected one of the 12 missions on offer, you've got your weapons, you've chosen the brave boys who will do battle with the alien foe, you've checked your orders, turned off the gas and made sure your flies aren't undone. So what happens now??



Michael: *Space Crusade* is a sort of mixture of shoot 'em up, strategy game and computerised board game. What you end up with is well-designed graphics, and an attractive set of screens with which to check out the action, the status and identity of the on-screen characters (and to top-up on orders).

There are some neat twists in the visuals department too. I paricularly liked the way a fight between a marine and an alien would shape up on the 2D-style 'gameboard' screen, and then be played out in a seperate axonometric, 3D-style animated sequence and you can toggle in and out of the 3D view at will. Speaking of animation, on the whole it's smooth and adequate – the fight scenes aren't too dramatic, but then again neither is anything else. The whole game plods along at a fairly sedate, board-gameish pace, with a touch of atmosphere courtesy of some synth modulated sound samples.

The graphics are crisp and well thought-out, which makes control a piece of cake. The game fairly bristles with things upon which your cursor can alight. Clicking with the left button on any of the icons at the bottom of the gameboard screen gives an order, and the right button cancels. The program uses a system of highlighting and de-highlighting to display the options open to you. For example, which of the orks, soulsuckers or chaos commanders are in range of attack, how far your marines can move when it's their turn, or whether to use your scanner, close doors or deploy special combi-weapons, medical kits or melta-bombs.

Given that this game is composed of elements of three different genres, it seems a little unfair to judge it on the basis of one, so I won't. Instead, I think it's fair to say that Space Crusade ploughs a similar furrow to its pre-decessors in the shape of 'computer game meets board game', so I guess if you enjoy board games, then you'll enjoy *Space Crusade* too. STOP

WHAT'S WHAT

TITLE	Space Crusade
PUBLISHER	Gremlin
FORMAT	ST & Amiga
PRICE	£25.99
RELEASED	Out Now

GRAPHICS 90	ADDICTIVENESS 80	OVERALL 82
SOUND 75	EXECUTION 90	

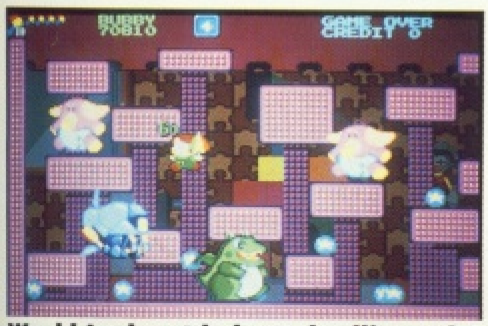
PARASOL STARS

David 'Pilsbury Doughboy' Wilson put on 20 stone, donned his baggiest brightly-coloured dungarees and went all cutesy-wootsie Why? To get into character for _Parasol Stars_, the latest instalment in the _Bubble Bobble_ saga from Ocean.



Pink elephants and cutesie choppers. Um... think I'll stay up here.

Once upon a time, there were two unbearably cute creatures. They starred in *Bubble Bobble* – a cutesy platform game that set the standard by which other computer cutesie games would be judged – and made a handsome wedge out of it. Then an even better game came out. It was called *Rainbow Islands*, it was the sequel to *Bubble Bobble* and it again starred the nefarious (though now considerably wealthy) Bub and Bob. Well, the golden boys of cutesie games are back (via executive yacht from their tax haven in the Costa Del Cute) to star in their third outing, *Parasol Stars*.

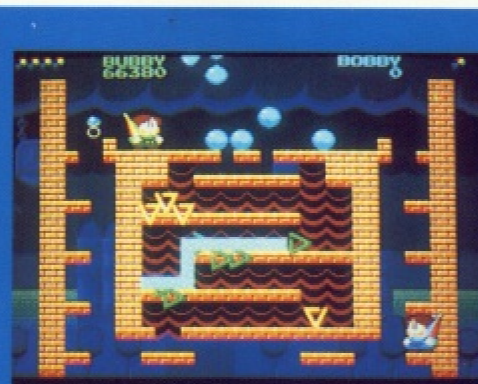

Waah! Look out below – brollies up!

Remember how in *Bubble Bobble*, our two cutesie pals were in dinosaur guise, battling the evil Baron Von Blubba who'd half inched their chicks? Then they acquired human form to visit the Rainbow Islands and rescue the inhabitants from the evil hordes of Doh. Now, still in human form, they're whisked into a galaxy of cutesy chaos, masterminded by the evil Chaostikahn and his many menacing minions.

Right, the guys have been armed with bubbles(?), and rainbows, so what's next on the agenda from their rather unlikely arsenal? AK-47's? M-16's? Nope – brollies. For saving the Rainbow Islands, the grateful villagers presented the dynamic duo with magic parasols. Gad! Now, armed with only said parasol, you (as Bub, and a pal as Bob if you like) have to battle across seven stars with wildly varied themes like Casino Star, Music Star and Machine Star before returning for a big showdown in Rainbow World. Good job then, is it not, that your adversaries range from giant cutesie one-arm bandits to trumpets and birdies poking out of nests. "Woooh! Scary! Whoopie blinkin' doo," I hear you cry, but never underestimate the bad guys.

There's tons of hidden depth in *Parasol Stars*, not least in the inclusion of three hidden stars – that's a further 21 bonus levels. Although the control system is simple, Bub and Bob sport a selection of brolly routines that'd put the mighty Steed to shame. Putting the broll up protects the cutesie scamps from enemy shots and also serves to collect falling water, fire or lightning doophas. Collect five or six of these and it turns into


Er... fairy or not, I don't think your umbrella will save you in this sitch, matey.


Here's a typical *Parasol Stars* screen. It's a level from the Musical Star and the game's getting quite tricky now (you were lulled into a false sense of security earlier, weren't you? That's because of the fiendishly, coaxingly cosy learning curve).

The action starts with a single screen maze, but many later levels boast half-screen scrolling to the left and right.

Some of the nasties won't be instantly accessible, so you may have to use your noodle. Could you climb up onto that platform by jumping on a bubble or Bub's brolly? Could Bub throw you up there? Could you wash away those bad guys by dropping a water bomb at the top corner of the screen. Eeee! It's a right brain teaser, and no mistake.

Incidentally, if you drop off the bottom of the screen, you'll fall back on at the top, but remember to put your parasol up for a cutsie floating descent. Ahhh!



a super missile which you can then launch at the bad guys or bonus fruit for rapid collection. Hit a baddie with your parasol and he'll fall stunned and off-colour. You can now pick the blighter up, carry him off on top of your broll and launch him as a missile. You can also put the brolly up to break or slow your fall. There's the usual tons of fruit and goodies to be collected and, after an end of level nastie, an especially large cake appears.

Two-player games can be co-operative or competitive. You can help each other by allowing a chum to jump off the top of your umbrella, or you can whack your pal, pick him up and use him as a missile! There are few things more satisfying than hurling a missile to collect the large bonus cake, just as your pal arrives to pick it up (heh, heh, heh).

David: What can I say? Enough of you raved your socks off to *Rainbow Islands*, and on the strength of that, *Parasol Stars* can't miss. It's equally cute, it's simple to get to grips with and has a lot of subtle depth. It's a brilliant two-player game (you can either help each other out a great deal or be the nastiest kid on the block) and the whole thing is so slickly put together it'll have you coming back for more (and more).

The graphics are bright and colourful and the action thick and fast. End of level sprites are huge, imaginative and well hard. Even when the screen is chock-full of fruity goodies to collect, two players and hordes of nasties, the action doesn't slow down. Gameplay is a guaranteed winner, mixing frenetic shoot 'em up action with puzzling and two player co-operation.

The Ocean in-house programming team, consisting of Mick West (coding), Don McDermott (graphics) and Mathew Cannon (music), has done an excellent job in converting a brilliant Taito coin-op idea. I say 'idea', fact fans, because the game never actually apeared in the arcades. It did make a brief appearance on the PC Engine, but the floppy version is actually an improvemant on the console version – a whole new star/world has been added just for you.

Suffice to say, if you've ever been envious of *Mario 3* or *Sonic The Hedgehog*, *Parasol Stars* is the closest to a console cutie you'll see on a floppy right now. And if shluppy-shlurpy, cutesie-wootsie plattie-wattie fun is your bag, you'd have to be bonkers not to invest in a copy of *Parasol Stars*. It's blinkin' smart. STOP

GRAPHICS	92	ADDICTIVENESS	90
SOUND	86	EXECUTION	92
OVERALL	92		

CUTESPEAK

You won't get very far in the world of *Parasol Stars* if you don't speak the lingo. So it's a good job that ZERO has chosen to offer you this invaluable Cutespeak Phrase Book.

CHAPTER 1 THE HOSPITAL

Cute: **Woooh! I've got a scwapey-wapey on my kneesies.**
Trns: **Oh dear, I have cuts and abrasions on my knees that require urgent medical attention.**
Cute: **The Moo-moo in the woodland world bwashed me on the bott-bott.**
Trns: **A particularly violent bovine struck me violently on the posterior.**
(*That's quite enough Cutespeak. Ed.*)

WHAT'S WHAT

TITLE	Parasol Stars
PUBLISHER	Ocean
PRICE	£25.99
FORMAT	ST/Amiga
RELEASED	April

PARASOL POWER-UPS

Water Drops
Collecting water droplets on your brolly can amass a super bubble. Throw this and you'll unleash a mini flood that'll sweep all and sundry to a watery doom.

Electric Drops
These dripping bubbles contain mini electric bolts. Collect five and you'll have a Thor type thunderbolt to hurl at the bad guys.

Fire Drops
Tricky one this. Five big fire drops make one huge fire bubble. Throwing this baby takes some skill, though. Unlike other weapons that fly off in missile fashion, fire just drops at your feet and is as hazardous to you or your chum as it is to the nasties. Hot stuff.

Star Drops
These amass to form a super star weapon which, when fired, sends out a spinning Catherine Wheel of sparks that'll take out anything it touches. Youch!

NASTY WASTIES

Ooo-er! There are some jolly scarwey cweatures lurking about in the *Parasol Stars* system. Here's a selection:

NASTIE WASTIE 1



You'll have to be a pretty top-notch game player if you plan to do battle with this nastie. He's the end of level sprite for the hidden Nightmare Star.

NASTIE WASTIE 2



This nasty bronto has a volcano on his back (well, it's better than a chip on your shoulder). Look out for the lava as you collect your lightning bolts.

NASTIE WASTIE 3



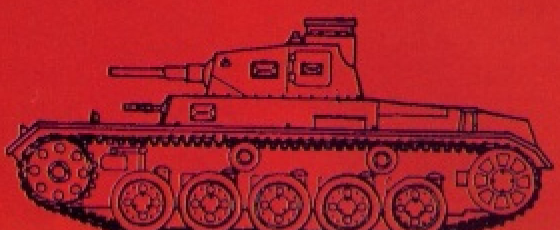
Musical Star is the venue for your bout with the Big Bass Drum baddie. Poor Bobby just lost a life, so he has to pick up his potion again that'll arm him with lightning bolts.


Race Drivin' ™
People said Hard Drivin' was the best. Well, the best just gets better - with Race Drivin'. Even more outrageous than the original, Race Drivin' is the ultimate Driving Simulation.
■ A choice of 4 hot cars.
■ 3 different race circuits - including speed racing, autocross and the incredible super stunt track.
■ A host of stomach-churning obstacles - including the jump loop (upside down), the full pipe (nerves of steel required) and the corkscrew loop (sick-bag anyone?).
■ Record your best times and then race against yourself or your friend's best recorded races with the original buddy-race feature.
■ The 3D graphics are legendary, the re-played crashes are awesome and the handling couldn't be more realistic. Race Drivin' – **prepare to be amazed.**
FINISH
1:40
REPLAY
AMIGA SCREENSHOTS
© 1991 Tengen Inc. All Rights Reserved. ™ Atari Games Corporation.
PC, Amiga Atari ST Programmed by Graham Stafford
Artwork and Packaging © 1991 Domark Group Ltd.
Published by Domark Software Ltd. Ferry House, 51-57 Lacy Road, London SW15 1PR
TENGEN
DOMARK

UNDER WRAPS

AIR SU

"Hey-yeaay! Hey-yeaaey! Where you going with that P45 in your ha-and?" sang the ZERO office rather pathetically. "Er... I'm going down to Liverpool to write a three page Under Wraps on Psygnosis," answered *David 'Bangle' Wilson.*

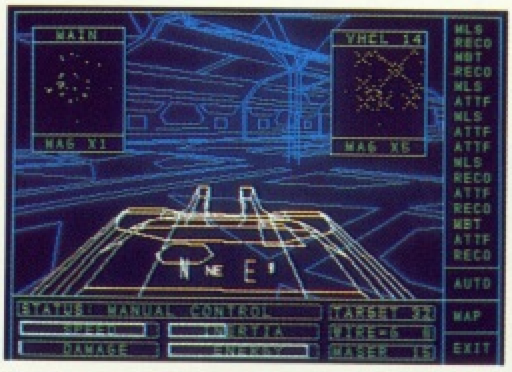


In the future, there won't be any wars. The potency of future weaponry will be so ridiculously, er... potent as to make its use untenable. Merely a day's target practice with the future equivalent of a BB Gun could result in the desolation of an area the size of Albania. So how, you may ask, will mankind be able to vent the pent-up violence inherent in its nature. Will man be happy to skip happily through the meadows with a jaunty "Hello trees, hello flowers, hello small child". No way. A release valve is needed.

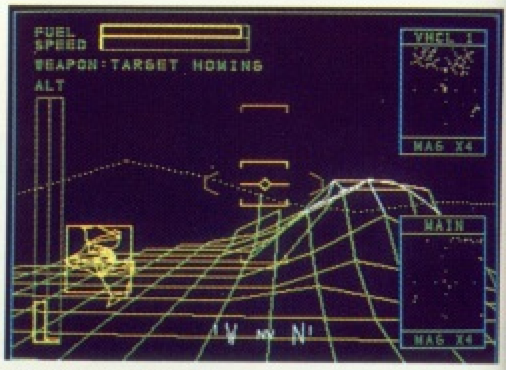
Now if the Bitmaps and the like are to be believed, we'll all be indulging in hugely bloodthirsty sporting activities. But if loveable, Liverpudlian Psygnosis is to be believed, we'll all be doing battle in simulations instead. This is the premise behind *Air Support,* the brand new multi-vehicle battle sim scheduled for a May release on your Amiga.

You'll start the game participating in a variety of tough training missions to prove your worthiness. Then, from your 'command centre' (ie the chair in front of your monitor/telly), you get to select, arm, and issue orders to the various hi-tech craft at your disposal. You can then opt to hop into the hot seat and take over the controls of the vehicle of your choice, guiding it in its perilous mission, or jolly well leave it to get on with its own thang.

You have a choice between a complex battle map facility, offering an impressive isometric view relief map, or



Tank External View



Aircraft Internal

WIZZY 'N'

W*izzy 'N' Lizzy* is Psygnosis' latest title to be coded for the Sega Mega Drive. (*So why are you writing about it? Reader's Voice.*) Well, because it's so neat, Psygnosis has decided to convert it to the Amiga. Furthermore, because of the console's nutty slot schedule (whereby companies are only allowed to release a limited number of cartridges per year), we'll probably get to see it on the home computer front first. Hurrah! That's one in the eye for Johnny Nip, eh?

Anyway, so what's all this *Wizzy 'N' Lizzy* biz abart then? Well, the game is named after its two heroes: Wizzy, a male wizard type, and Lizzie, a female, er... wizard (wizardess? wizzette? wazz?) If we give the game its full title, *Wizzy 'N' Lizzy Save The Fluffy Wunny Bunny Wabbits*, you'll have an inkling of the task before our magical duo. Running around a multi-layered platform system, Wiz (or indeed Liz) has to find the wabbits and collect them (by walking over them). This act is akin to saving them – the wabbits pop and a letter with wings flie slowly skyward.

The sprites are small, colourful and detailed, but most impressive is the speed at which they race around the levels. Anyway, having 'popped the rabbit' (well, there are no weasels in *Wizzy 'N' Lizzy*), you'll have to hop and collect the letter. Then, having spelt out a word, you'll have to find the exit and leg it. It's a cinch, isn't it? Er... no. You see, the wabbits have a wather wimited wife expectancy... sorry, I'll wead that again... the rabbits have a rather limited life expectancy, and if you're not fast enough they'll pop their clogs – literally. You know what it's like after you've forced down that third helping of your favourite treacle steamed pud. You collapse on the sofa with that 'right bloated' feeling. Well, these lovable lapines are in much the same boat (or should that be 'bloat'). But they go one step further, swelling up like balloons and bursting – yeuch! Lose



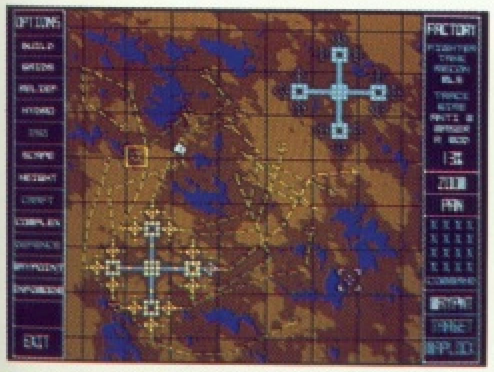
Wun, wabbit, wun, wabbit... wun, wun, wun...

PPORT

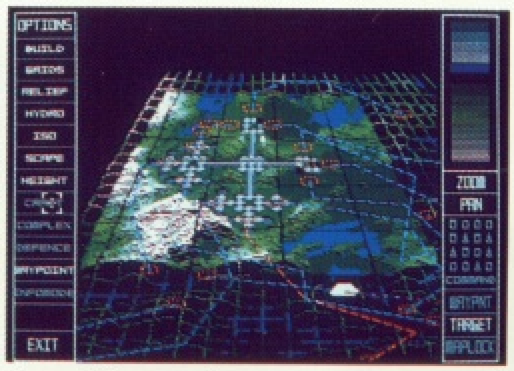
else a 2D version that lets you call up from a menu the location of all the tasty enemy targets. Oooh, let's see... there are HQ complexes, radar, SAM sites and other defence units. You can choose from this screen to set waypoints and issue orders to your units. Designate your craft into Sortie, Patrol or Attack mode and your unit will act accordingly (ie kill everything within a certain radius of its target). Your units can also indulge in a bit of Nap Of The Earth flying to minimise their radar signature (posh, eh?) If you're a bit of a lazy git, you can just choose the auto option and a selection of default waypoints will be provided. Hurrah!

One idea that Psygnosis is toying around with at the moment is the possibility of a 3D graphic mode, which will entail enclosing special Psygnosis 3D glasses in the packaging. (They're probably being designed by Roger Dean at this very moment.)

Air Support is quite a brave venture on the graphics front in any case, since Psygnosis has deliberately opted for wire frame vectors. Just when we've got used to filled vector shapes, it's quite unusual to see *Starglider*-style wire frames again. Mind you, after Jes San's classic *StarGlider* came into the office as a new budget release just recently, it was met with a universal chorus of approval (ie we still thought it was fab). So more power to their Liverpudlian elbows, we say. Stay tuned for more on *Air Support* as it becomes available.



Map showing Complex and Waypoints

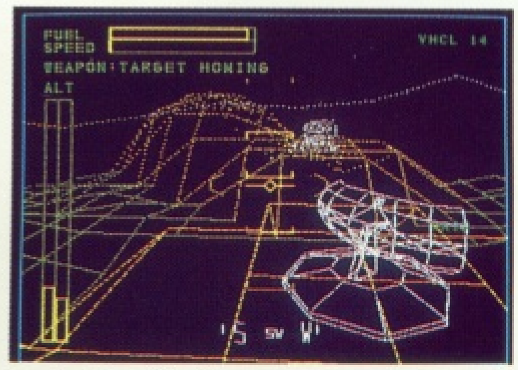


Isometric overview map

VEHICLE VERNACULAR

MBT: These are your Main Battle Tanks, and one of your most important attack craft. More manoeuvrable than their 20th century counterparts, yet boasting better armour-plating. MBT's feature twin 120mm rifled gun turrets and a missile facility.

MML: Multiple Missile Launchers are, erm... let's face it, a tad crap in the armour department, so it's an asset you'll need to protect. Mind you, with the capacity to launch twenty missiles simultaneously, hopefully



Radar Installation

not to many bad guys will get close enough to find this out.

RV: These are your Reconnaissance Vehicles (or Reco's). The fastest ground-based craft, with light armour and highly efficient radar. If your troops need a morale-boosting water-skiing trip, Reco's are equally at home traveling over water at high speed.

ATTF: Someone with a stammer must have coined this acronym for Attack Fighter. The ATTF is a lightweight aircraft – the fastest vehicle in your fleet. It packs a punch with its eight missile payload, but it's a bit thirsty in the fuel consumption department.

CM: Based on an American Boeing Awacs airborne early-warning aircraft, the CM stands for Command Module. It's the hub of your operation, the hot seat occupied by your pert little buttocks as your direct the whole campaign.

WHAT'S WHAT

TITLE	Air Support
PUBLISHER	Psygnosis
FORMAT	Amiga
PRICE	£25.99
RELEASED	May

'LIZZY



a rabbit in this fashion and you'll be penalised a letter.

Try the game in two player mode and it's a completely different kettle of wabbits. Suddenly, the screen is split and both Wiz and Liz appear, steaming around at an amazing rate of knots, collecting wabbits. Although the wabbits become colour-coded (so you can't steal each other's bunnies) you *can* nick each others letters. This doesn't help you, since you have different words to collect, but it sure is fun jiggering up your mate (hur, hur, hur). Different bonuses also pop up from time to time, allowing you to stop the clock (ie stop the rabbit swelling) and the like.

Wizzy 'N' Lizzy will offer eight different backdrops to 128 levels. There are also myriad bonus levels to be found, and a rather spesh final level. All in all, *Wiz 'N' Liz* promises to be a birrova treat when it's released for the Amiga in the early Autumn.

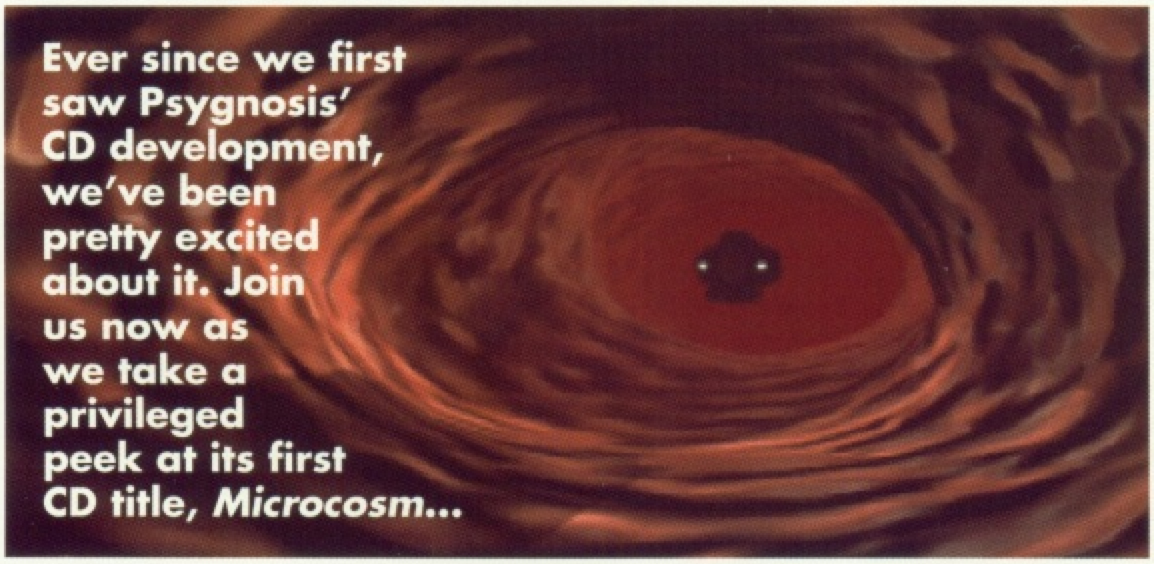
One, two, three... bunny-hop!



WHAT'S WHAT

TITLE	Wizzy 'N' Lizzy
PUBLISHER	Psygnosis
FORMAT	Amiga
PRICE	£25.99
RELEASED	Early Autumn

MICROCOSM



Ever since we first saw Psygnosis' CD development, we've been pretty excited about it. Join us now as we take a privileged peek at its first CD title, *Microcosm*...



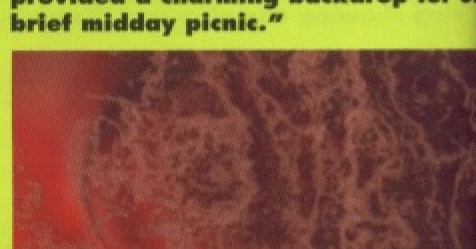
"Welcome to Holiday 2138. Tonight Ricky Butcher and his wife take a submarine trip through Claire Rayne[r



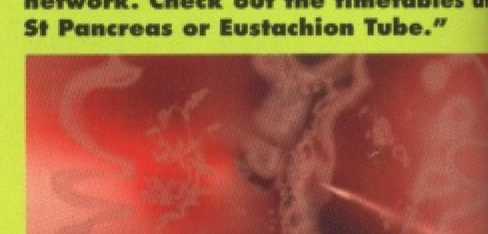
"Today we travelled through Claire's carotid. It's breathtaking. We even had a glimpse of some white corpuscles floating down the bloodstream."



"The crazed pattern of this bodyscape provided a charming backdrop for our brief midday picnic."



"An optional train excursion is available through Claire's vein network. Check out the timetables at St Pancreas or Eustachion Tube."

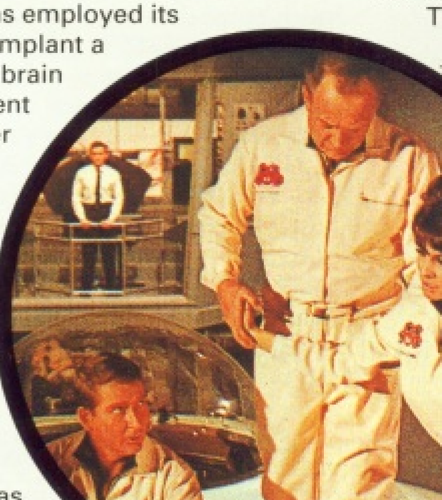


"Finally, a voyage to the bottom of the spleen. Claire's digestive sysytem is a wonder to behold – a recommended holiday destination for all the family."

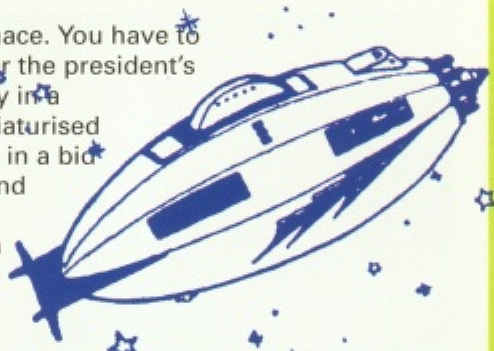
Microcosm will be Psygnosis' first CD-ROM title, and pretty darn stunning it looks too! The company is also working on two or three other projects on the CD format – we'll get to see these before the exciting flight sim *Planetside* (which you may have seen demo'ed on your CDTV) is eventually released.

Anyway, back to *Microcosm*. It's all based upon a miniaturised submarine descending into the bowels (and other bits) of a human body, rather like the movie *Fantastic Voyage* (with Racquel Welch) or Spielberg's *Inner Space* (yes, it was crap wasn't it?)

So what's the storyline? Well, the game is set in the future. Two mighty corporations – the Frontier Corporation (for Frontier Corp, read good guys) and the Commcatt (Commcatt/commies/ reds = bad guys) are pitted against each other as rivals. The competition between the two is so bitter that Commcatt has employed its scientists to implant a device in the brain of the president of the Frontier Corporation. Utilising these malicious implants, Commcatt actually hopes to take control of the president and use him as the most potent weapon against its competitor!



Fortunately, Frontier is one step, er... behind Commcatt, and although it couldn't prevent the implant, it is aware of its existence and has taken steps to eradicate the menace. You have to enter the president's body in a miniaturised sub, in a bid to find and then de-activate the device. Exploring an anatomically accurate human body (bleuch!), you'll have to battle with natural (and not so natural) defences in a bid to remove the foreign bodies without damaging the Prezz. Psygnosis is keen to emphasise this accuracy, so as to exploit the 'educational' angle inherent in the title. Either way, with all its throbbing tubes and pulsating slimey bits, *Microcosm* will not be a game for the squeamish. (Best to stay clear of the large intestine, eh?)



The few privileged glimpses we've had of Psygnosis' fractal engine technology have always proved quite breathtaking. *Microcosm* is all set to employ this technology to break down the barriers with its new CD-ROM title. The game should still be in development for a further ten months, so we'll just have to wait to see how the final results shape up.

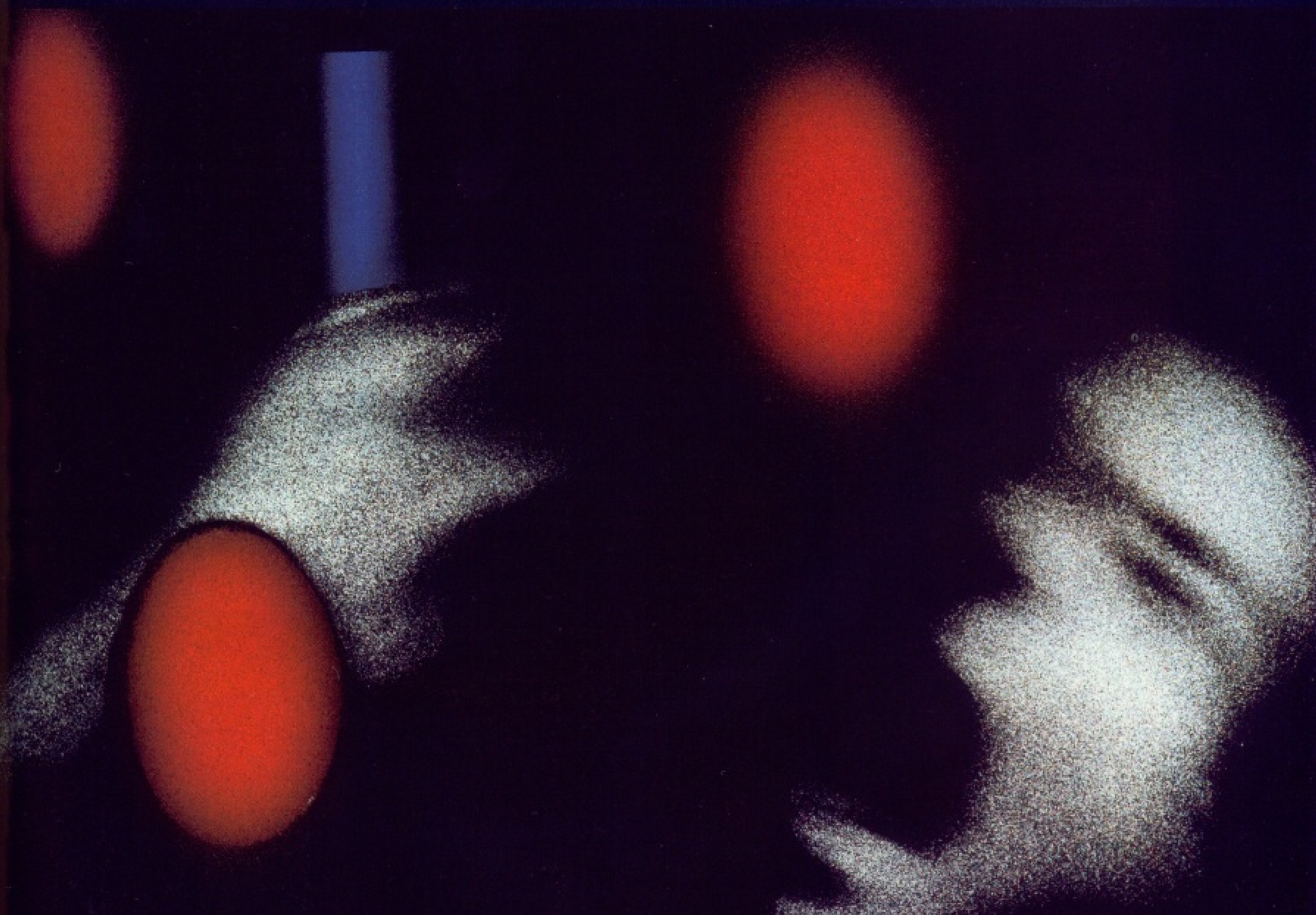
Probably the best way to do justice to *Microcosm* is to let you glory in the graphics, as it were, bearing in mind that you're missing out on the advanced computer animation techniques employed. As ever, we'll keep you informed on *Microcosm*'s development as we hear more. STOP

WHAT'S WHAT

TITLE	Microcosm
PUBLISHER	Psygnosis
FORMAT	Amiga/PC/CD-Rom/ CDTV/CD-1
PRICE	Tba
RELEASED	December

It has taken control.
It owns their minds.
It imprisons their bodies.
It even absorbs the building!
It's..

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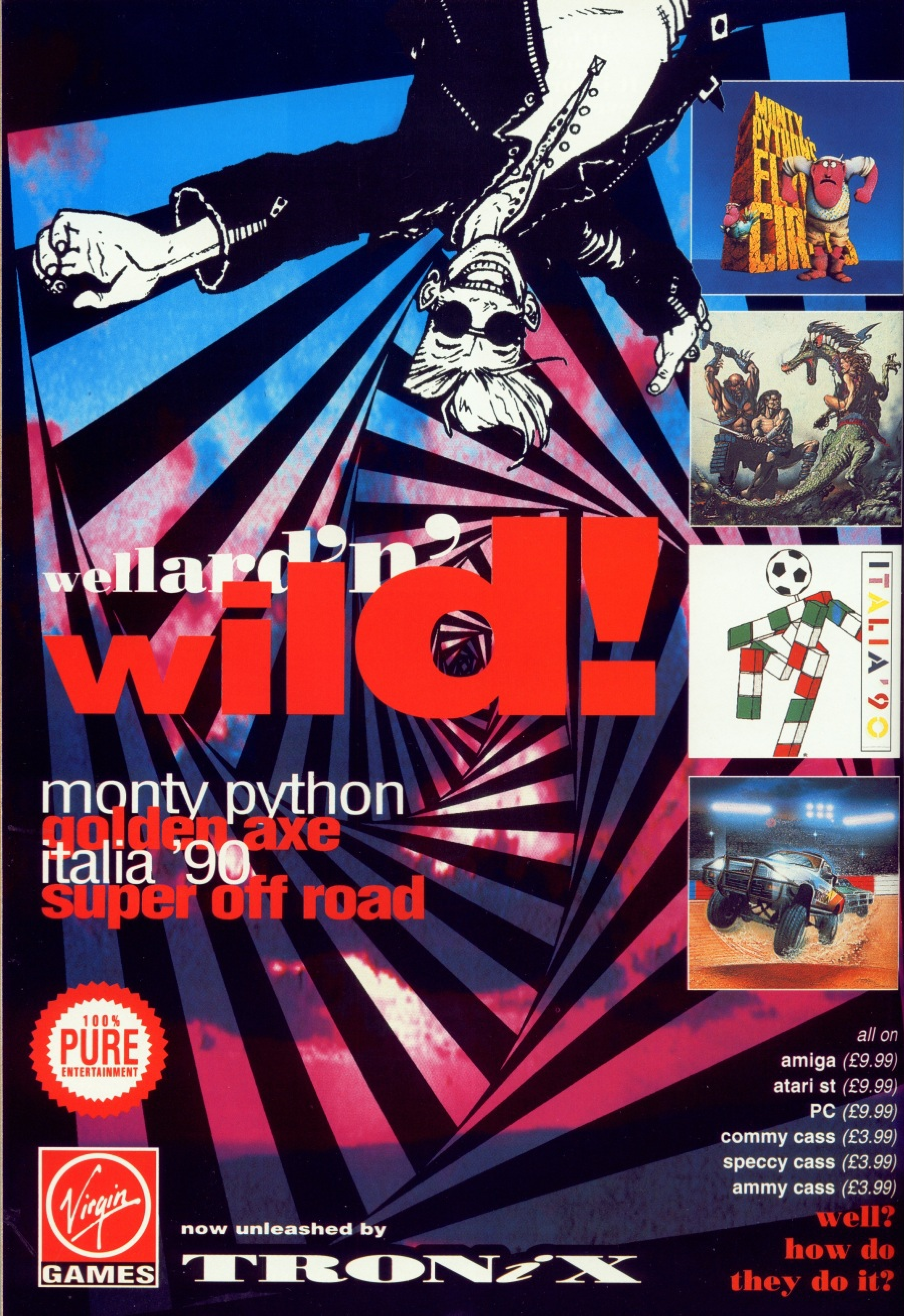
But first, you must find a way to stay alive. Then, as your understanding of this evil force increases, you can take the fight to the enemy. The tools you have are sparse. Little more than ingenuity and determination.

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MINDSCAPE

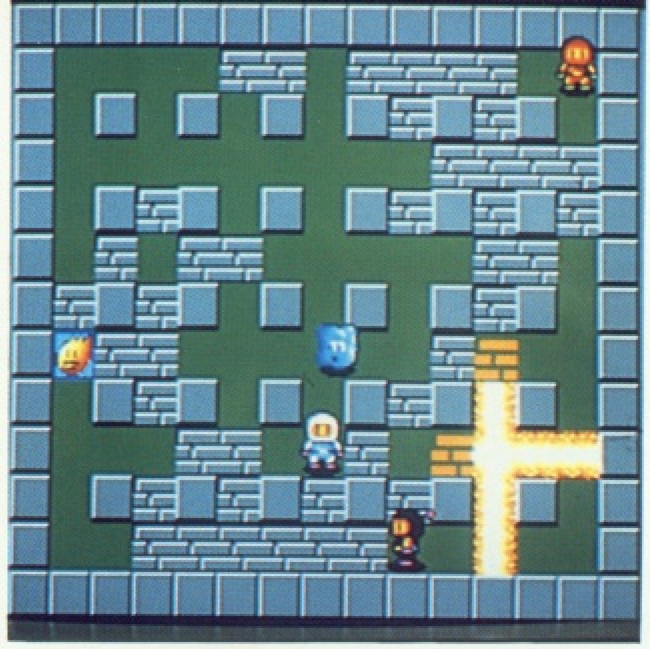
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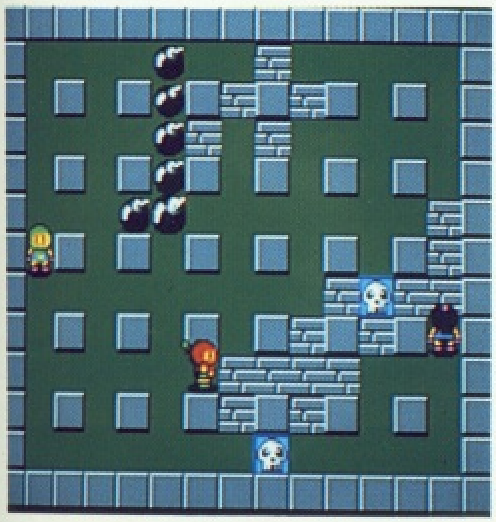


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TRONiX

With unexploded bombs around, you need a cool operator with nerves of steel and a steady hand. *Martin Pond* is a butter-fingered coward with tendencies towards hysteria, but we asked him to review UbiSoft's *Dyna Blaster* anyway.



DYNA BLASTER



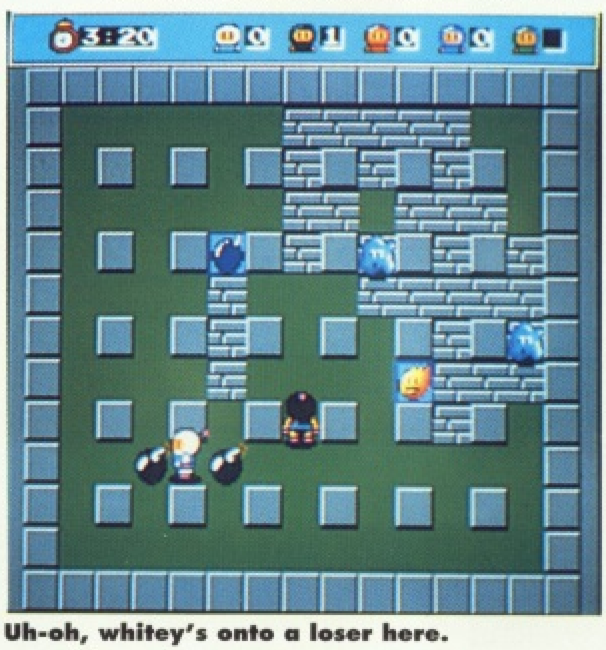
Dyna Blaster is a mazey, bomby number which first appeared on NEC's PC Engine some time ago. This computer version takes multi-player action to the max, with ample room for a cast of thousands to compete against one another. Well, a cast of five anyway - four players on joysticks and one sucker who uses keyboard control. This is made possible thanks to a special gizmo which lets you plug two extra joysticks into your parallel port.

The one-player game has you navigating a succession of 64 maze-like arenas, despatching monsters and clearing a route for yourself with some well-placed explosive charges. Some of your antagonists are real vegetables who wander around aimlessly, while the sneakier ones actively hunt you down.

Once set, a bomb pulsates menacingly for a few seconds before detonating. So, having lit the blue touch paper, it's best to retire to a safe distance, or they'll be carrying you out of the maze in a plastic bag. An eye-wateringly painful and very unsightly demise awaits you around every corner. The unexploded bombs are impossible to pass, and the chain reaction effect, which triggers any bomb hit by the blast of another, makes things even more tricky.

Many of the maze walls can be demolished with a bomb blast, others are more permanent. Sometimes, when the dust settles after a wall has been destroyed, a power-up symbol remains for the taking. This might be a bomb, allowing you to lay more than one mine at once, or a flame, which augments the range of your blast. Their effect is additive, so after you've collected a few flame tokens you're packing the sort of nuclear punch which melts eyeballs at 20 miles. You can also find a flak-jacket which protects you from explosions, a remote control which makes your bombs lie dormant until you detonate them with a press of the space bar, and power-ups which let you walk unhindered through walls and UXB's.

In the multi-player game, which is more of a simple 'five blokes in a room with an unlimited supply of ordnance, let's see who's left in one piece' job, you may come across a Skull icon. This 'lucky dip' feature contains a surprise power-up or (more likely) a power-*down*. Should you take the gamble, you might find yourself speeded up, slowed down, unable to drop bombs, unable to stop dropping bombs (no matter how embarrassing or inopportune this may be), or even bestowed with crappy, old, flood-damaged dud bombs. The results are temporary, but while it's in effect you can infect any other player by sidling up to them when they're not looking and rubbing your body up and down theirs - so the games got a bit of an epidemological aspect to it as well!



Uh-oh, whitey's onto a loser here.

AMIGA

Martin: Despite a yawny 'girlfriend kidnapped by evil wizard' scenario, this game is a bit of a laugh. I gave the one player game a spin 'cos I'm a bit of lone wolf, me – a moody maverick, the steely-eyed stranger who drifts into town free from the baggage of dependants and emotional ties. (*You mean you haven't got any friends. Ed.*) No, that's not what I mean, I'm terribly popular, it's just that all my friends were too busy to play. It doesn't mean everyone calls me 'that smelly old nobody, Martin-No-Mates', or anything. Okay? (*Just get on with it. Ed.*) Anyway, it was marvellous – playing the game is, to quote Aristotle: "Easy-peezy, lemon squeezy".

Of course, it's a trillion times better with the multi-player option. Desperately trying to nobble one another, racing for the power-ups, blocking each other in, running for cover, and leaving huge trails of bombs that turn most of the play area into a raging fire storm is great fun. Obviously, to get the most out of the game, your pals will probably have to bring their own joysticks along. Unless, of course, you're an oily, snivelling, rich kid with four of your own. Either way, it's a corker. STOP



WHAT'S WHAT

TITLE	Dyna Blaster
PUBLISHER	Ubi Soft
FORMAT	ST, Amiga, PC
PRICE	£30.99
RELEASED	Out Now

GRAPHICS	82	ADDICTIVENESS	89	OVERALL 88
SOUND	78	EXECUTION	82	

SPACE GUN

Armed with a large plastic gun and the reflexes a three-toed sloth, *Lord Paul Lakin* was ready for *Space Gun*, but was it ready for him?



Isn't progress a wonderful thing? 400 years ago, if you wanted to practice shooting at moving targets, you had to take your bow and arrow down to the village green and pay a servant to run around with a target painted on his bottom. A couple of hundred years later, you could go down the funfair and take pot-shots at tin ducks on a pulley system. Then came arcade machines like *Operation Wolf,* with toy guns on the front and lots of characters running around onscreen trying to get shot. And after that? Well, after that there was a lot more of the same.

Like *Oppo Wolf, Space Gun* started life as an arcade machine. Like *Wolf,* the scenario (all to do with aliens taking over your spaceship) isn't too important. So how does it differ from all the other shoot 'em up arcade conversions? Well, for starters it's in space, and for seconds it's, well... that's about it really. Oh, and it does come with a light gun. More about that later.

The aim of the game is to kill some things and rescue others. The things you're meant to kill tend to have an overdose of limbs and make nasty, howling noises. They're not very polite and tend to dribble a lot. The things you're meant to rescue have two legs and wear T-shirts. They're very polite, and if you recue them they say thank you. If you shoot them, they don't.

The graphics are dead active and, above all, dead gorey. Monsters don't just drop down dead, oh dear me no. First their arms and legs drop off, then they explode in your face in a last desper-ate attempt to throttle you with their small intestine. Screens end up littered with dead bodies and severed limbs. As well as leggy monsters that swipe at you, there are all sorts of horrible, crawly things and some grue-some sucker things that stick to you, leeching away until you shoot them off.

Space Gun has a two-player option, allowing you and a friend to have fun a-battling together. Go into action with a mouse in each hand – if you don't kill any-thing, you can at least nibble them to death.

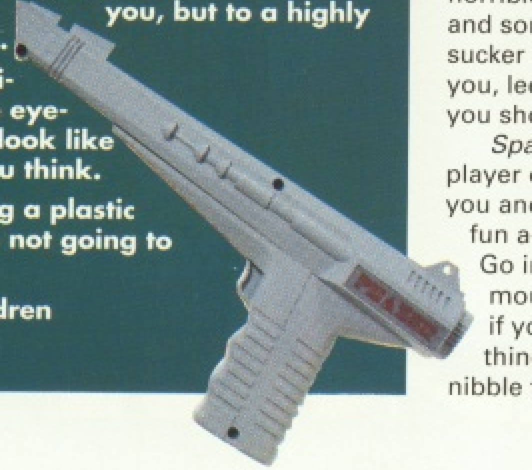
LIGHT GUN

Arcade games have toy guns, so why can't arcade conversions? It's not the same with a mouse, let's face it. So welcome back the Light Gun – first popular about the same time as *Crackerjack*. Here's a few things you'll need to bear in mind before using them.

1. **You'll have to sit with your nose up against the TV screen.**
2. **There's still no chance of you actually hitting anything.**
3. **Never, ever take your light gun outside – it may look like a toy to you, but to a highly trained police marksman...**
4. **Holding the gun verti-cally and raising one eye-brow does *not* make you look like James Bond, whatever you think.**

6 **Being caught pointing a plastic gun at a TV screen is not going to improve your street cred.**

5 **Toy guns are for children (and soldiers).**



AMIGA

Paul: *Space Gun* scores very high in the atmosphere stakes. This opens up the possibility of loads of jokes about gravity and pubs on the moon, but fortunately I haven't time to make them. As well as the graphics being all bloody and busy, there's a healthy dollop of atmospheric sounds and music. All very sci-fi filmy, and a much better way of getting into the mood than borrow-ing your sister's shell suit and sticking a goldfish bowl on your head.

The action hacks along at a fair old pace. It's all standard fare – the usual mix of monsters and terrified hostages, along with all sorts of bonuses and power-ups to be shot off the wall.



Basically, if you've seen it before in a shoot 'em up, you'll find it in *Space Gun.* You won't find quick disk ac-cessing, however. Once a level is underway, it's fine and dandy, but the time spent booting up in between levels is a bit like one of those embarrassing pauses at Sunday lunch when great aunt Ethel breaks wind (and windows). It never seems to end.

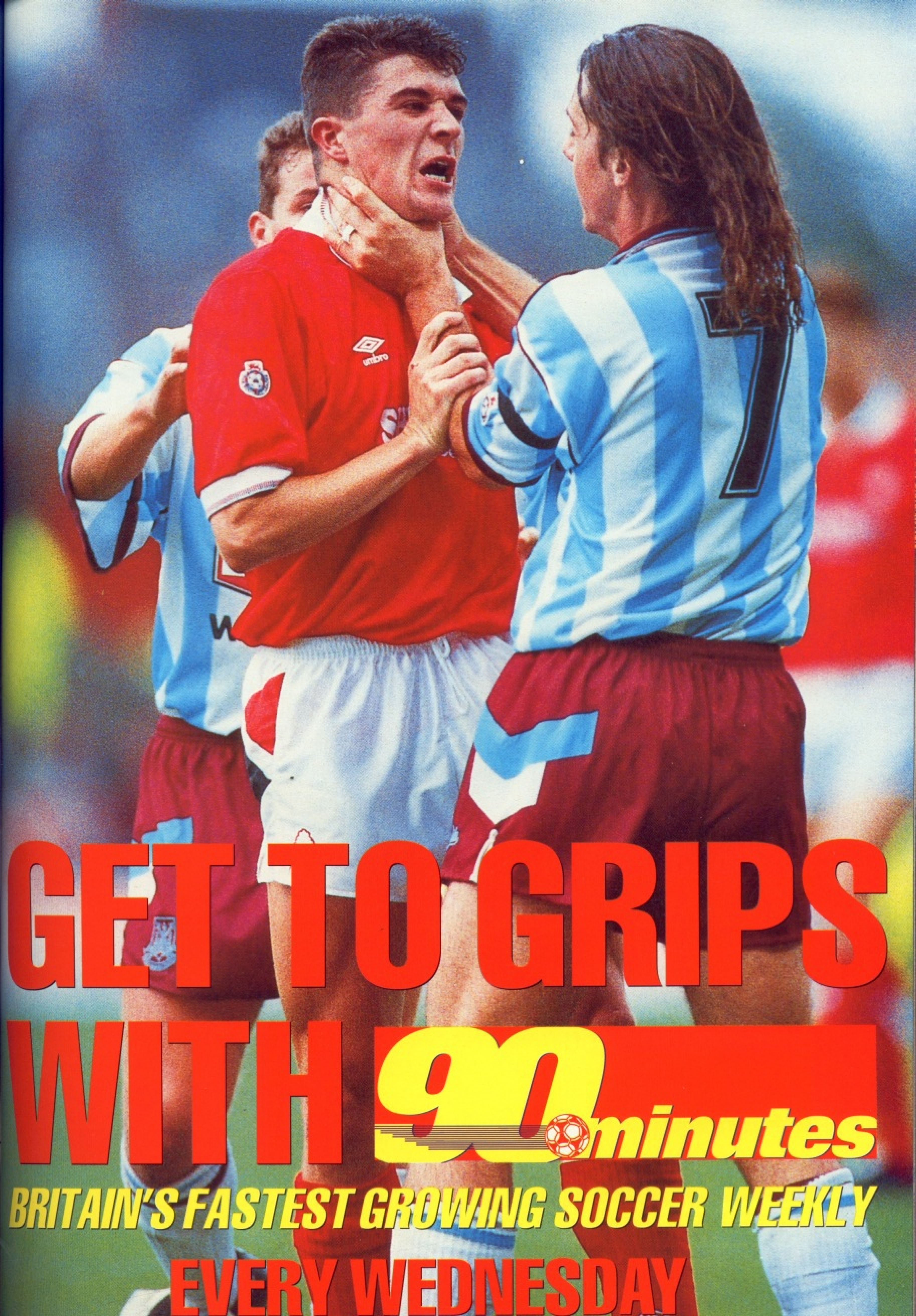
That apart, *Space Gun* is a fair old conversion. It may not be original, but it's great to look at and even better to play with. Rather like Lisa Stansfield. STOP

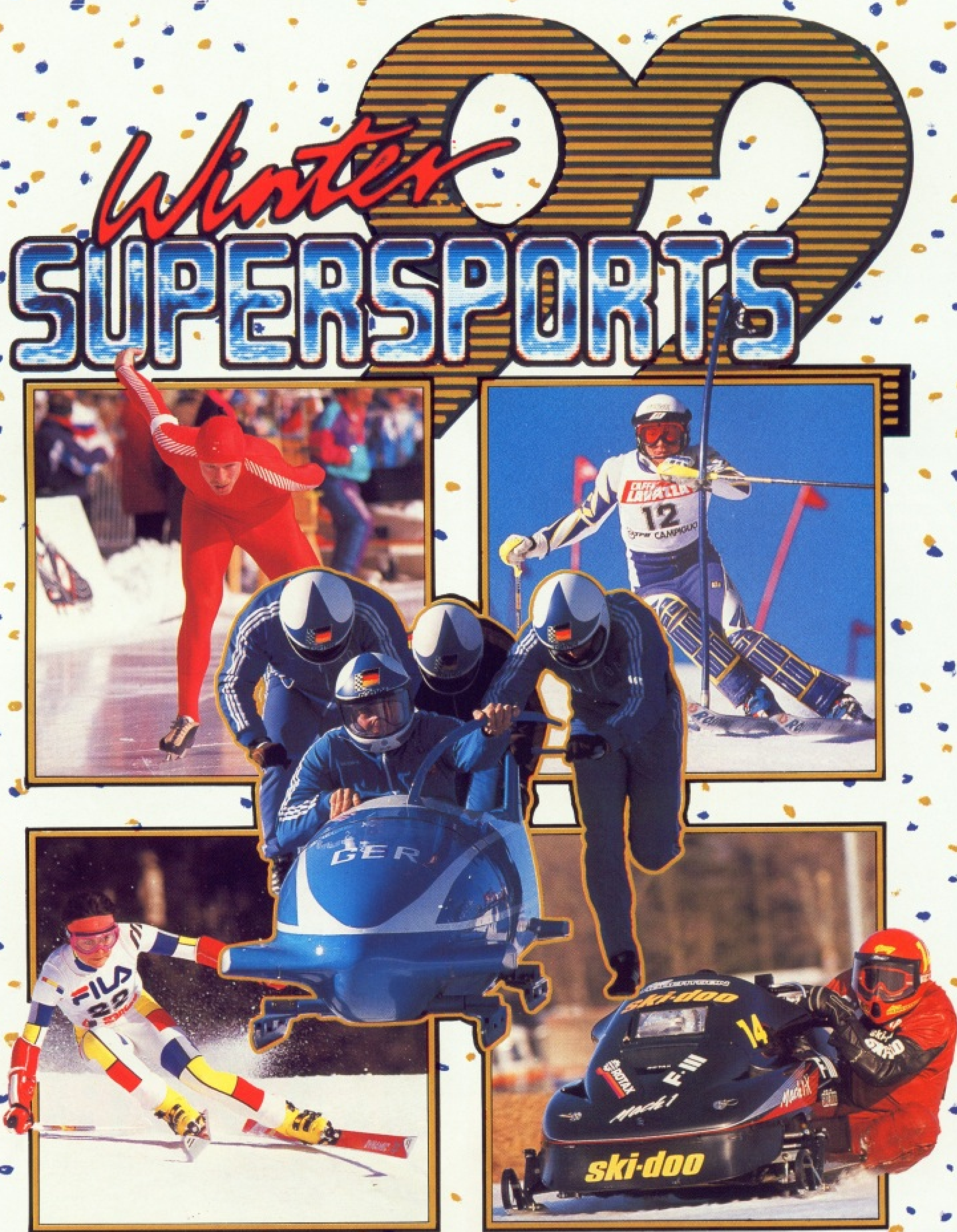
GRAPHICS	85	ADDICTIVENESS	84
SOUND	83	EXECUTION	83

OVERALL 83

WHAT'S WHAT

TITLE	Spae Gun
PUBLISHER	Ocean
FORMAT	ST & Amiga
PRICE	£25.99
RELEASED	Out now


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8 Superb Exciting GAMES

BLACK CRYPT



Another of Dr Finlay's genetic experiments goes horribly wrong.

Toby 'Doctor' Finlay can often be found 'exploring' graveyards and other burial places, in his constant search for subjects for his medical 'experiments'. So when we received _Black Crypt_, the new RPG from Electronic Arts, we sent it straight over to the Finlay lab for dissection...

What is it about role-playing games these days? They always have such depressing titles, like *Abandoned Places* or *Pit Of Despair From Which There Is Absolutely No Escape* or *A Day Trip To Milton Keynes*. If computer games held wild parties at each other's houses, the ones sitting on the stairs with their heads between their knees, moaning that they'd drunk too much, would be the RPG's. No doubt the shoot 'em ups would then come along and duff them in a bit. So what do EA name their first role-player since *The Bard's Tale*? Something more jolly, like *Villa In The South Of France Full Of Chicks With Questionable Morals*? No, they call it *Black Crypt*. Brilliant.

The scenario's pretty unoriginal. You have to choose four heroes, enter a dungeon, cast some spells, hit things and banish the evil that's terrorising your land. Gosh, it took EA several pages of novella to say all that, and I did it in just one sentence. I must be in the wrong line of work (*Just what I was thinking, actually. Ed.*) There are four different types of character: fighters, clerics, wizards and druids. Who'd have expected to see small robots in a dungeon game, eh? (*That's* droid, *you fool. Ed.*) Oh. However, somewhat unusually, your group must consist of one member from each of these categories. Normally, the selection is made at the player's discretion.



Other than that, it's standard mouse-driven stuff – you explore the catacombs by clicking on the arrows. But you probably know that already, after seeing about nine trillion similar games, and want to know if this one's got anything new to offer. Better keep reading then, hadn't you?



Lots of dungeons and lots of things to click on.

Toby: Whenever a new RPG game comes out, it has a problem called *Dungeon Master*. Comparisons are inevitable, and *DM* invariably comes out on top. Mind you, for those sort of chaps who played *DM* to bits, another *Dungeon Mastery* title could be a bit of a Godsend. Anyway, back to the *Crypt*. After the innovations that *Abandoned Places* provided, such as horseback travelling, I was actually quite interested to see what there was to see...

Unfortunately, *Black Crypt* contains no startlingly original features. Very unfortunately, it contains a few crap ones (hem, hem). For a start, there's the team selection. Why should the player be forced into having only *one* of each character? Most people prefer to have two fighters up front, to take all the damage. Okay, so it's not massively detrimental to the game, but to find a flaw like this virtually as soon as the game's loaded isn't exactly a good start. Secondly, you have to save your team once you've created it – this takes loads of disk swaps and waits, even before you can actually start playing the game. And then, when you've died, there's a pause before the menu screen reappears... and then it's another thirteen disk swaps to start again. (*Serves you right for being so crap and getting killed all the time. Ed.*)

All the usual pointing and clicking, feeding, equipping, magicking and the like is here, as well as the familiar level-gaining based upon experience points, and the sound is pretty smart. So basically it 's *Dungeon Master* with state of the art appendages.

Black Crypt offers RPG'ers who didn't get enough with *Eye Of The Beholder* or *DM* more sword and sorcery frolicking. You'll certainly get your money's worth in this title – just don't expect too much in the originality department.

GRAPHICS 88	ADDICTIVENESS 82	OVERALL 85
SOUND 80	EXECUTION 80	

WHAT'S WHAT

TITLE	Black Crypt
PUBLISHER	Electronic Arts
FORMAT	Amiga
PRICE	£25.99
RELEASED	Out Now

MYTH

Every culture has its own wealth of legends and folklore. There is a Chinese story, for instance, concerning a girl who receives immortality after eating the noodle-vomit of a gang of beggars (don't try this one at home, kids). Thankfully, System 3 have chosen not to incorporate this particular fable into the gameplay of Myth. Instead, they've plumped for some of the better-known ones from Greek, Norse and Egyptian mythologies. Martin Pond, a man with a legendary hairdo, checks it out.

THE PLOTTY BIT

To set the scene, all is not well in the heavens. There's a naughty god called Dameron who is the proverbial one rotten apple that spoils the rest of the barrel. He's been wandering around paradise, paying house calls like some supernatural Jehovah's Witness, and then twisting and perverting the other gods to bring out their moody, bad side.

Apparently, the gods' honour code prevents the other deities from taking Dameron out the back for a good kicking. So it's up to you, Ankalagan, a mortal warrior, to sort the toe-rag out. What follows is a tour of the human collective subconscious by way of a beat 'em up adventure.

ANCIENT GREECE

The story kicks off in Hades, the underworld of ancient Greece, with you facing an army of sword-wielding skeletons. You start off fighting with just



Bring this bloke to heel.

your fists and feet, but you soon find a sword and then you can really kick some coccyx. Once you've overcome the chimera (one of those mix 'n' match animals the Greeks were so obsessed by), you move on to a windswept plain containing hundreds of titchy Greek oi-boys. If you hunt around, you can find a shield belonging to Achilles, the geezer who, according to legend, had a dodgy ankle caused by wearing ill-fitting sandles in his youth.

Once you've got the shield, the Greeks kneel down in deference to you. Rather than walking past these prosrtate warriors with a gracious smile, brain the little suckers while their eyes are averted and earn a big 500 points each. The other big boon about the shield is that you can use it to take on the medusa – a mythical creature with problem hair. If you're not hiding behind it when she flashes you with one of her Paddington hard-stares, it's curtains. Without wanting to give out too many clues,



Three heads are better than one, eh?

once you've 'borrowed' her head there are a number of things you can do with it. You could use it as an unusual bookend-cum-conversation piece, you could take it to parties and be the life and soul with your turn-the-dog-to-stone-gag, or you could use it to zap the three-headed Hydra which resides at the end of this world. Further than that, I'm not prepared to say.



NORSE LEGEND

Despite sounding like an idyllic picnic spot, the enchanted forest in this section is bursting to the seams with trolls and pesky little imps. The latter are more an annoyance than anything, but they do leave a throwing dagger behind when you despatch them to runt-heaven.

The trolls are a wee bit more butch, however. Luckily, though your sword gets swiped by a gang of imp steamers early on in the level, it is later returned to you, having been 'souped-up' with the addition of a towelling handgrip and a corkscrew tucked away, Swiss-



Ivor's got a dragon in his belly.

army style, in the hilt.

To leave the forest, you have to get past the immortal dragon Nidhogg. By the way, just to save you time, that's 'immortal' as in 'undying', as in 'you can't kill it'. It's a bummer, I know, but you're going to have to use tactics.



Oh, troll on, where's my norse?

Finally, you reach Valhalla, where all the good little Vikings go when they pop their clogs, and you can't spit without hitting a platform, dragon-pup, or triffid-thingy. Again, a throwing knife is left each time you kill a dragon, so it pays to embark on a bit of a cull. Make sure you keep the triffids well pruned too, or they'll be budding off like jiggery. As if things weren't bad enough already, every so often Thor (the Norse god of hand-tools) turns up for a regular 'hammer time'.

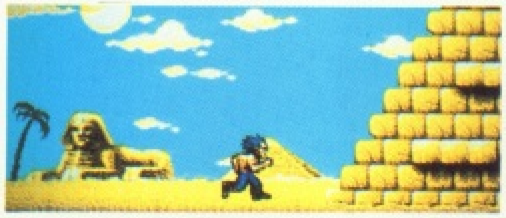
Once you've found the gate, you can enter the 'halls of the slain' where Odin (head honcho of the Norse Gods, after whom we get our word 'Odinday', incidently), spends eternity stuffing his face with roast boar and partying with the souls of dead warriors. Suffice to say, you have to overcome Odin to gain his respect and move on to the next bit.

WHAT'S WHAT

TITLE	Myth
PUBLISHER	System 3
FORMAT	Amiga/ST/PC
PRICE	£25.99/£25.99/£29.99
RELEASED	Out now/Mid July/ Early Summer

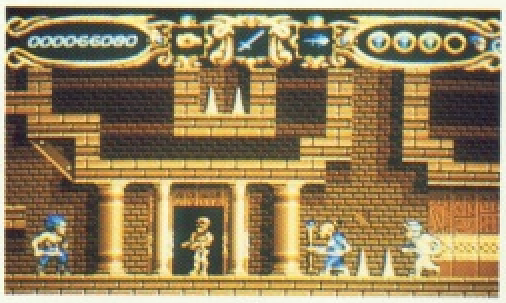
THE EGYPTIAN BIT

Next, you have to negotiate the winding catacoombs of an Egyptian pyramid. This is definitely the hardest bit, with booby traps and mummies



I sphynx I'm in Egypt.

around every corner. Anyways, without giving too much of the game away, it turns out that Pharaoh was buried with four 'canopic' jars in which his favourite pets had been preserved, you know –



I want my mummy!

Hayward's Pickled Gerbils, that sort of thing. That rotten swine Dameron has pinched the jars and hidden them in the labyrinths. Get them back to curry favour with Pharaoh and then blow this joint.

DAMERON'S REALM

If you've completed all the tasks thus far, you'll have acquired enough good karma to reach a state of true enlighten-ment. When this happens, you become almost a demi-god yourself and you can enter Dameron's shady netherworld. Now, I myself have reached a state of enlightenment (usually after a skinful), but it never



A demon, if I'm not mythtaken.

looked like this. It's a fast and furious sideways-scrolling shoot 'em up, set between dimensions, with you flying along while sat in the lotus position. And who's that spooky old figure waiting for you at the end of all this surreal, New Age weirdness? Oh, bloody hell no – it's only flippin' Dameron!

THE HISTORY

Visit system 3's offices in Harrow, and there are two things you'll notice immediately. Firstly, the enormous, four-lane Scalectrix layout (which the staff use, supposedly for 'research'), and secondly, the mantelpiece packed with awards for the 8-bit version of *Myth*. Yup – the game was adored by one and all and a 16-bit version has been in the offing ever since.

The leading man in the game started out on the 8-bits as the kind of clean-cut, well-presented young man you could quite happily take home to meet your mother. This latest incarnation, however, is an altogether meaner, harder, smellier sort of hero who'd be just as likely to headbutt your old mum as she handed him a tea, and then french-kiss the cat. Oh yes, now he's got a blue-rinse hairdo too.

AMIGA A

Martin: The one reservation I have about this game is that if you were a complete star and finished the 8-bit version, you'd find no new plot twists to tax you in this one. However, apart from that, the puzzly bits are well pitched so as to be not too obvious, nor completely off the wall. And as for the rest of the game, well it's just dreamy...

The game's beat 'em up aspect is very entertaining, mainly thanks to an Olympic-style scoring system. Extra points are awarded for style and artistic interpretation, so should you pull off that backhand decapitation with a half-twist, you'll be raking in the bonuses.

The sound is just scrummy, and there's loads of digitised speech. When you're in Hades, for example, there's a constant background noise of the screaming and wailing of tortured souls, while the crackling of flames eternally licking at the buttocks of sinners gets louder the further down you venture.

Background graphics are well smart. Take the pyramid's interior for instance. Although it would have been easier to do out the Pharaoh's last resting place with a bit of wood-chip wallpaper and maybe a dash of artex on the ceilings, it's been lavishly decorated throughout, and very pretty it looks too.

But best of all is the animation – the movement sequences of the main sprite are beautifully fluid and fast. If you lop the head off an opponent, he slumps to his knees, there's a tasteful splattering of blood, and his head spins off over the boundary for a soaraway six. Art, sheer art. STOP

GRAPHICS	92	ADDICTIVENESS	88	OVERALL 91
SOUND	92	EXECUTION	89	

TITUS THE FOX



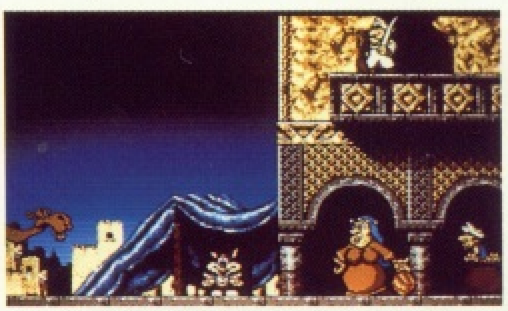


He's small, he's cute, he's speedy... and he's definitely *not* a hedgehog. He's also named after a rather weird French software company but lives in Essex. *Amaya Lopez* hounded him down.

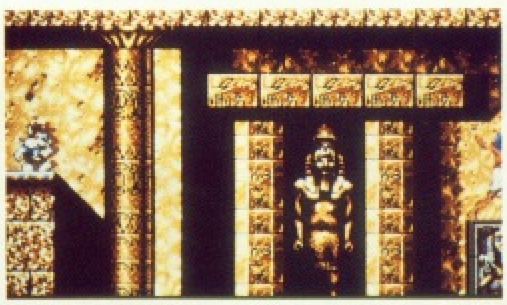
ZERO HERO

Next time you're out doing a spot of fox-hunting, spare a thought for the poor unfortunate beast fleeing from both horses and hounds. It may well be that you're just about to let your dogs loose on a rather canny fox by the name of Titus. If so, it's time to forget about that fox fur you've been been hankering after these past ten years. (Of course, if you can't wait any longer for that vital accessory, you can avoid the polite 'how do you do?' chit-chat, plead ignorance and have him mauled to death, Titus or no Titus.)

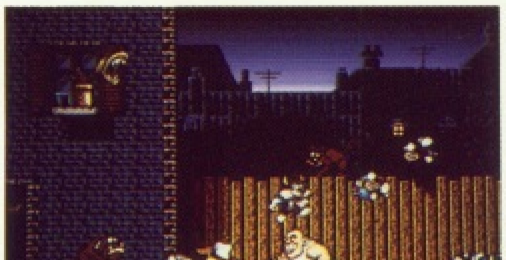
However, presuming that you've opted for the more humane approach, the next stage is 'getting to know your fox'. Offer him a quick snort of the contents of your hip-flask and he'll be away, telling you his whole life-story, not to mention the intricacies of his private life. You'll glean that he's got himself sorted all right. A nice two-bedroom semi in Essex, a live-in girlfriend with a huge rock on her paw, and a Ford Capri with furry dice and a rather fetching sunstrip. Oh yes, he's well and truly set up.



Blimey, it's that woman from The Russ Abbot Show.



Good Lord. It's one of those weird Tutankhamen dollies.



With this many thugs around, house prices are bound to fall.

But all is not well with Titus. His chick has been kidnapped by bandits on a business trip to the Sahara desert. What on earth was she doing there, when she could have been languishing in her Romford home, you may well ask? Well, Foxy happens to work for a reputable magazine, *Fox And Locks*, and she was sent out to the Sahara Desert on an assignment to investigate a very rare species – the desert fox. Then one night, during a nocturnal photo session (oo-er), she was whisked away to be kept as an unwilling concubine in the harem of the knights of Shah Hassan. So Titus' mission (if you decide to let him go) will be to penetrate 16 fiendish levels and secret rooms in a desperate attempt to rescue his foxy chick.

WHAT'S WHAT

TITLE	Titus The Fox
PUBLISHER	Titus/Palace
FORMAT	ST/Amiga/PC
PRICE	£25.99
RELEASED	Out now

AMIGA

Amaya: *Titus The Fox* is a funny old stick – lashings of *Blues Brothers* gameplay, topped with a layer of speedy, spikey *Sonicness*. Even curiouser is the fact that this combination works a treat. For starters, the game is massive: 16 levels to keep you up well into the early hours. The layout of the game is very *Blues Brothersy*. Some of the sprites, like the ghosts and mummies, even wear fetching dude-ish shades.

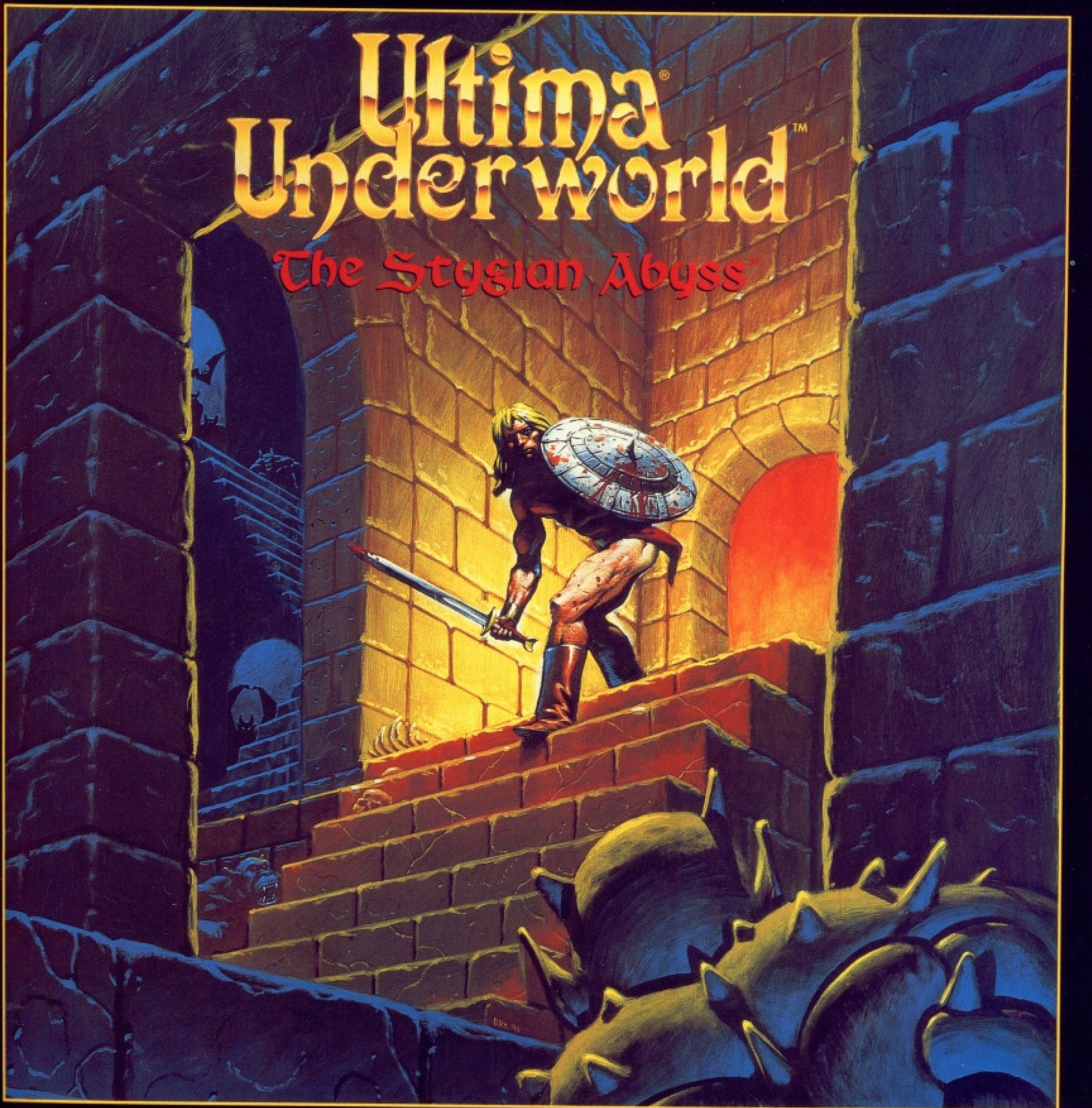
As for the levels themselves, there're packed with variety, ranging from street and roof scenes to the French Metro, flaming catacombs, a perilous skyscraper and the Sahara desert. There are over 50 different types of enemy: filthy, spitting tramps, bees, wormy things, dogs, cats, snake-charmers complete with snakes, ghosts, giant fish, heinous scorpions and camels, to name but a few.

But onto Titus himself. He's a super-speedy little tinker, who can jump, duck and crawl all over the shop. Unfortunately, he can't kill any nasties with his bare paws and, although the temptation to *Super Mario* them on the head is there, you'll have to rely on pick-upable objects to help you out. These come in varying shapes and sizes: bottles, boxes, paint buckets and sacks. But the really fab pick-ups are things like Titus' skill skateboard, trolley thing, little portable trampoline stool, golden scooter and – fabbest of fab – his own magic carpet. You're given four lives in total, but sometimes I found this wasn't quite enough, as some of the later levels require spot-on timing and contain tricky puzzly bits. Thankfully, as you progress you get the chance to uncover the level codes and so avoid that tedious 'go all the way back to the start' saga.

The graphics are rather brill, with a lot of attention to detail (such as the people in appartments calmly watching telly while Titus is fighting for his life), and the sound is pretty neat too – especially the 'middle eastern' sound-track. *Titus The Fox* is fast, cute, frighteningly addictive and superb fun. STOP

GRAPHICS	88	ADDICTIVENESS	90
SOUND	88	EXECUTION	86

OVERALL 90



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Some games must be played to be believed and Ultima Underworld: The Stygian Abyss - a game of action, motion and movement - is one of them.





Actual screens may vary

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RACE DRIVIN'

In 1990, Domark released the coin-op conversion of *Hard Drivin'*. It quickly became known as *Crap Drivin'*. Now Domark has converted the sequel, *Race Drivin*. So is it a case of *Crap Drivin' II*? *Duncan MacDonald* finds out.

The Amiga version of *Hard Drivin'* failed to deliver for five major reasons: (a) the coin-op original had a steering wheel, while the Amiga version didn't, (b) the coin-op original had a gearstick, while the Amiga version didn't, (c) the coin-op original had brake and clutch pedals, while the Amiga version didn't, (d) in the coin-op original, you really felt as if you were driving a car, while in the Amiga version you didn't, and (e) there were only two tracks, which didn't take long to master (this didn't matter in the arcades, because when a machine gets boring, you simply stop putting money into it, but if you've shelled out 25 quid for a computer game...) Anyway, that was *Hard Drivin'* and this is *Race Drivin'*. A totally different kettle of fish. Here's what you get...

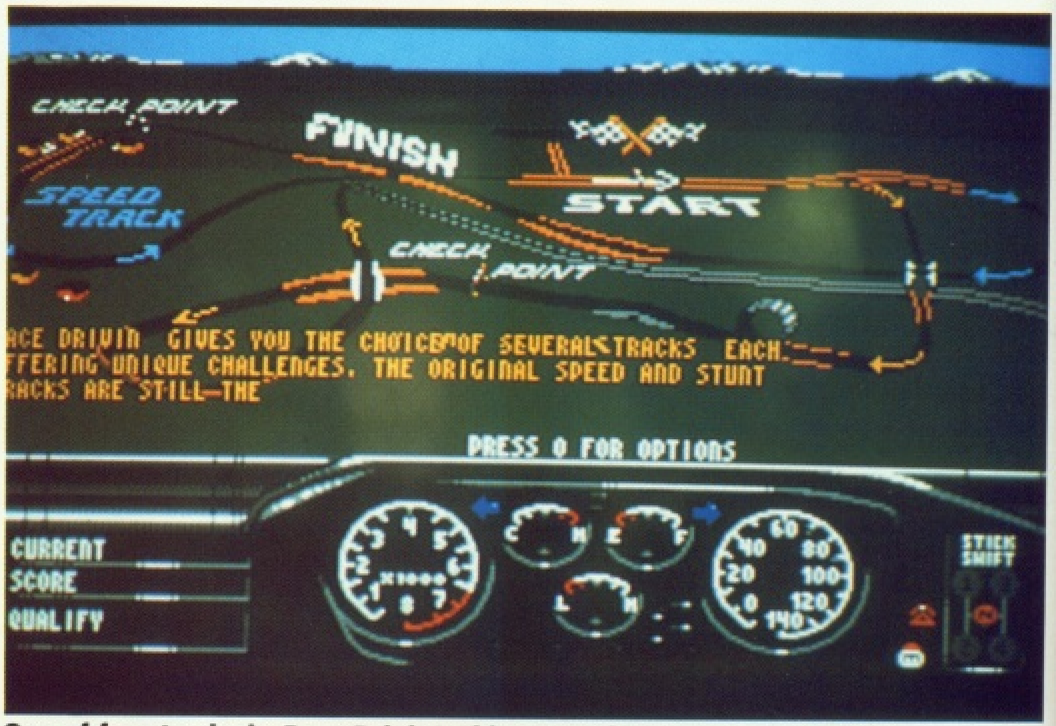
Track One: The Speed Track from *Hard Drivin'*. Yup – the very same track, no differences at all.

Track Two: The Stunt Track from *Hard Drivin'*. Yes, you read correctly – the same as it always was.

Track Three: Now we're getting there. The all-new Auto Cross Track. It's sort of sandy, with very tight corners, and it's very, very (very) small. Blink and you've done a lap, basically.

Track Four: This is what it's all about – the Super Stunt Track. It's just like the original Stunt Track, except for the fact that it is, as its name suggests, 'Super'. It's massive, it goes up to about nine squillion miles above sea level and back down again. A loop-the-loop? Yes. A corkscrew? Yes. Mountainside hairpins? Yes. The *Race Drivin'* Super Stunt Track makes the original *Hard Drivin'* Stunt Track look like a small section of the A263 (near Basingstoke).

So what else do you get, besides four tracks? Well, there are more cars to choose from – three in all. And you can choose either automatic or manual transmission for all of them. And? Er... and that, as they say, is that. Two courses you've seen before, two you haven't, and three cars ranging from sporty to, er... sporty. Great. But is it crap?



One of four tracks in *Race Drivin'*. This one's the same as *Hard Drivin'* actually.

AMIGA

Dunc: It's crap, I'm afraid. *Race Drivin'* is a definite trouser-jobby. A concession to actual playability has been made by Domark (after *Hard Drivin'* took such a panning) – they've included a cable link-up option for head to head racing. But was it worth it? Unfortunately not – the graphics are awful, as is the sound *and* the cars (which are as hard to control as ever).

"But you're just crap," you may say, adding that if I wasn't crap I would be able to control the cars and therefore actually extract some fun from *Race Drivin'*. But I did persevere – I switched from the joystick to the mouse, I faffed around with the sensitivity option and



Oooh look – that loop's gone all corporeal and see-through!

finally drove to what you might call a 'victory' on the Super Stunt Track. But did I have fun getting there? No – it was a chore, and I certainly didn't think: "Wow, I must do that again soon!" I don't ever want to do it again, actually.

So what of the other tracks? Well, the first two are old hat and the third, the 'rally cross' thingummy, is like driving around an oversized and slightly irregular roundabout.

There you go then – *Race Drivin'* really is *Crap Drivin' II*. The cars handle like turds on skates, the sense of travelling at high speed is practically non-existent, the graphics are limp, the



It's the finish. (Can I go home now?)

sound is dire and... need I go on? It's almost as if everyone concerned with *Race Drivin'* got near the end of the deadlines, realised everything had gone horribly, horribly wrong, and said: "Let's just get rid of it and start on something else". When you look at superb driving games like *Formula One Grand Prix* or *Stunt Car Racer*, you just think: "Why?" STOP

GRAPHICS 60	ADDICTIVENESS 60		OVERALL 60
SOUND 60	EXECUTION 60		

WHAT'S WHAT

TITLE	Race Drivin'
PUBLISHER	Domark
PRICE	£29.99
FORMAT	ST, Amiga & PC
RELEASED	Out Now

What do you call the most superb role-playing adventure of them all?

LEGEND

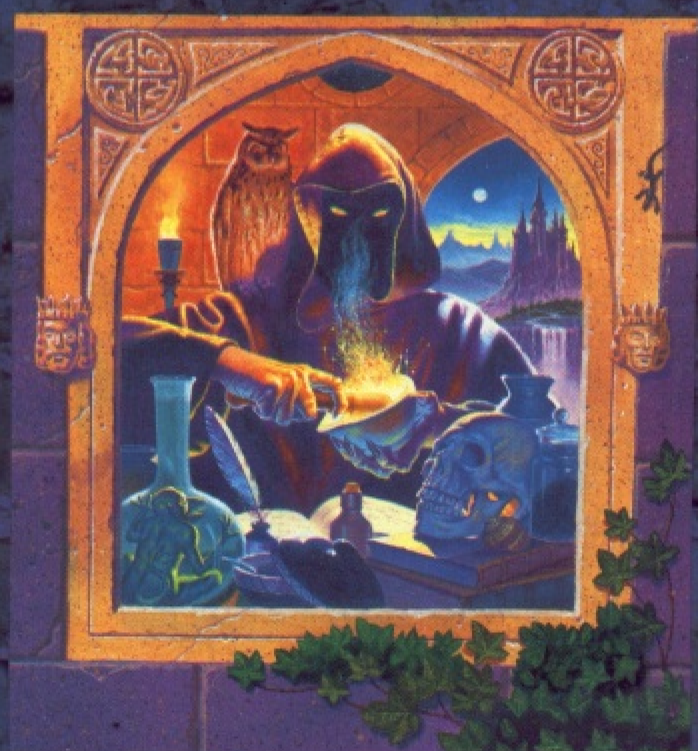
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B-17 FLYING FORTRESS

Overpaid, oversexed and over here, that's what they say about MicroProse. Still, when they arrived to show *Martin Pond* one of their latest games, a bomber simulation called *B-17 Flying Fortress*, our normally restrained staff writer went weak at the knees, especially when he saw the armfuls of candy and nylons they'd brought with them.



Reality – it's a freaky old concept isn't it? Here at the ZERO office, we can take it or leave it, but those MicroProse folk, they're obsessed by it! They pride themselves on making near-life experiences their bread and butter. It's most unhealthy. You'll know what I mean if you've ever played a MicroProse simulation – the attention to detail is startling. For instance, take the animated intro sequence for *B-17 Flying Fortress*, a WWII bomber sim currently being put together under their auspices. It originally showed crew members driving up to their plane in a jeep, and included such minutiae as the driver glancing in the rear view mirror. Then someone pointed out that jeeps didn't have rear-view mirrors and the whole sequence had to be reworked. Talk about picky! Once again, a damn good intro is scuppered by the intrusion of real life.

Renowned for their flight sims, MicroProse is currently attempting to broaden the horizons of this seasoned genre by incorporating a strong strategy element into a couple of their latest projects. Hence *B-17*, which is currently being programmed by Vektor Grafix (the team which came up with the true-to-life, but inherently tedious, *Shuttle* sim-ulator for Virgin). The game has largely been inspired by the film *Memphis Belle*, which tells the story of a bomber crew flying deep into Nazi Germany.

The player will command a B-17 bomber through 25 combat missions into the industrial heartlands of occupied Europe. The raids will take place in daylight (apparently only those jessies in the RAF flew under cover of darkness) and will be aimed at strategic targets such as factories, railway yards, canals, docks, submarine pens, airfields and portaloos. Anything, in fact, which might help cripple the evil Nazi war machine.

The B-17 bomber had a crew of ten: pilot, co-pilot, turret gunner, navigator, belly gunner, bombardier, tail gunner, a radio operator/DJ, and, er... two more gunners at the side. The plane was renowned for its bristling array of firepower. Although none of the crew had particularly enviable jobs, the worst task in terms of long-term career prospects had to be that of the ball gunner. A favourite target for German fighter pilots, this unfortunate soul sat in a spherical gun turret located in the belly of the aircraft, a turret so cramped that most ball gunners were recruited from the ranks of circus midgets. Moreover, this diminutive airman served a dual role – should the undercarriage become stuck in the raised position, his soft and squidgy body could be used to cushion a landing. All in all, he was generally accepted as having the life expectancy of a Herman Goering lookalike in downtown Coventry.



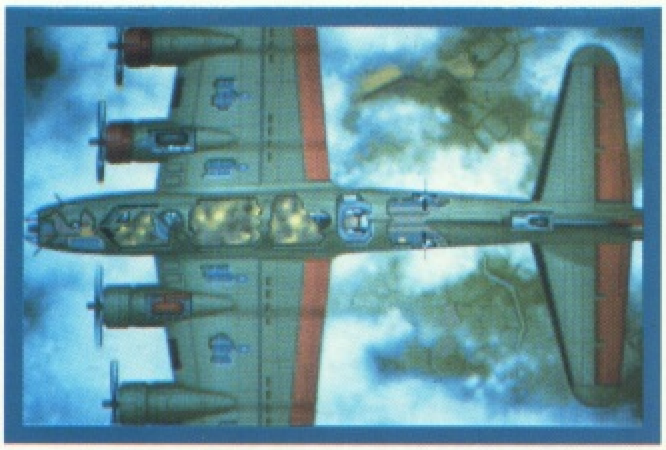
At the start of a campaign, you'll choose your crew from a pool of men fresh from flight school. Then you can personalize your plane with one of the pictures from a 'choice of historically accurate nose art', it being customary to adorn the fuselage with a nude piccy of the captain's sweetheart or mother.

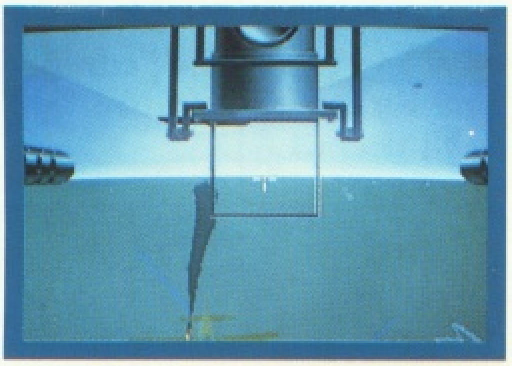
When the simulation's running, the crew will be under computer control, though the player will have the option to take over any position at any time. So you could fly the plane, drop the bombs, study the maps and take pot-shots at passing



WHAT'S WHAT

TITLE	B-17 Flying Fortress
PUBLISHER	Vector Graphix/ Microprose
FORMAT	PC/ST & Amiga
PRICE	Tba
RELEASED	June/August





Messerschmidts all in the same mission. Each character will have a skill rating in flying, bombing, gunnery and navigation, which will increase with practice. Obviously, it pays to cross-train your crew – that way, if the tail gunner is the only one who doesn't get a dicky tumkin after eating that dodgy in-flight meal, he might still be able to get the old crate back to Blighty (whatever that means).

The main management screen will display information on crew status and damage to the plan. If, for example, the galley were to take a direct hit and the sandwich toaster was SNAFU, it would show up in red and you could decide whether or not to abort the mission. It will also be from the management screen that you can assign spare crew members to do any odd jobs about the aircraft. So if one of the fuel tanks has been punctured and you've got to manually pump its contents to another, here's where you'll be dealing with it.

You'll be provided with extra information on the game through a stream of communications which will appear in on-screen boxes. Radio messages will come from members of your crew, fighter support, your home base, other bombers, and maybe Simon Mayo if it's a dawn raid.

The flight deck will be dead realistic but very complex. The control panel itself will take up two screens and will have more knobs and dials than your average stereo. You'll be able to move around it, flipping the various switches, using a pointer. As well as controlling the flaps and tail, you'll be able to throttle each of the four engines individually – a boon if one of them catches fire.

If you're used to fighter sims where you roll, loop the loop and all that other flash stuff, you may be a bit frustrated when you're at the controls of a heavy bomber – agile and nippy they weren't. However, since you'll be travelling in a flight of four bombers – a sub-division of what might be an 800-plane bomb group – acquiring skills at flying in formation is a must. You may feel this is the equivalent of creating a sophisticated 3D environment for a driving sim, and then using it for a game based around parallel parking, but hey – that's realism.

Before each mission, you'll be given a briefing in which you're shown an intelligence report, a reconnaissance photo of your target and a map of the surrounding area. It'll be up to you to work out the most scenic route there, bearing in mind that you may wish to avoid defensive airfields and flak batteries. When you've completed the bomb run and you're over the right area, the bombardier will have to visually identify the target and then release the deadly cargo, taking into account wind speed and direction, so that it finds its mark. Try not to get this bit wrong, as bomber command were notoriously po-faced about the dropping of incendiaries on orphanages and the like.

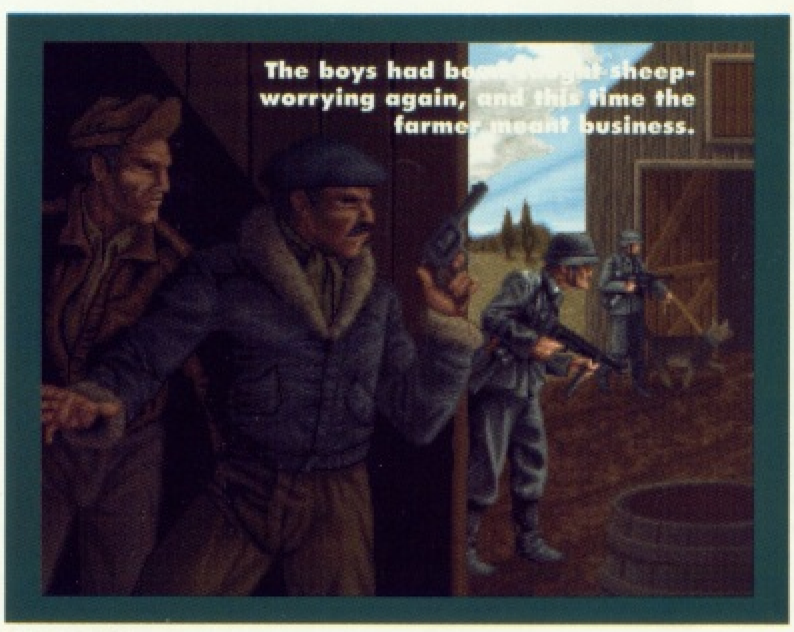
A large part of the game will be the man-management of your merry gang. On returning from a successful mission there will be a certain number of decorations and promotions to be had which you can lavish upon your men as you see fit. But you'll have to watch out for crew politics, or you could end up putting someone's nose out of joint. If, for instance, most of the crew are staggering around under the weight of more medals than Idi Amin ever dreamed of, and the radio operator only has his cycling proficiency badge to show for a year's dedicated service, he's quite likely to get the hump. Should this happen, he'll probably start whining on about how he's the only one without a window seat or how he doesn't get his fair share of land girls, and slacken off on his dial-twiddling activities.

If any of your men are killed, you'll have to replace them with a character from central casting. Most of your crew will be injured at some time - severe burns injuries were as much an everyday inconvenience for the flyboys of the USAF as putting the local village girls in the family way. While you'd certainly be unlucky if your whole crew ended up looking like Nigel Havers in that *Perfect Hero* off of the telly, chances are that should they last out the full 25 missions they won't have an eyebrow between them.

All in all, *B-17* should be a massively detailed flight sim with some extra thinky bits thrown in. Just check out these screenshots and tell me you're not gagging for more. STOP



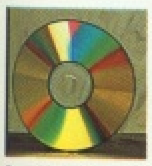






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For those not 'in the know', a CD-ROM drive is a bit more than your usual CD player. It allows you to play games straight from compact disc, with music and effects so realistic you'll think you're really there! Not only that, but because CD's have so much more memory storage capacity, the games are much bigger. In fact, you could fit every single game ever written on one CD... probably! There is one small problem. It only runs with PC-compatible computers, and if you want one of them you'll have to buy it yourself. (You could try Evesham Micros.) Well, you can't have it all (unless you're a rich git, in which case you can probably afford what you want).

THE RULES

- No employee of Dennis Publishing, Evesham Micros or Mindscape is allowed to enter the compo, however desperately they want the prize.
- Make sure you make your call by the end of April, otherwise your answers will be discarded, dumped and ignored.
- The editor is 'the management' around here, so what he says goes – right or ROM.



HOW DO I WIN ONE?

Our 'friend', that lovable rogue Bloggo, has a bit of a problem. His stall down Peckham market has recently expanded – he's now selling CD's on the cheap (no questions asked). It was all going rather well, until the inlay cards were seperated from the actual CD's, and now he's not sure which CD goes with which inlay card. What you have to do is have a look at the names of the artists from the inlay cards below and match them up with their songs. When you've used your musical intellect to sort them out, dial the competition hotline – **(0898) 299250** – and leave your list of sorted-out names and songs, along with your name and address, on the ansaphone. For example, if you think Rolf Harris recorded *Like A Virgin*, you'd ring up and say "1, A", along with the rest of your answers. Easy, huh? Well, what are you waiting for then!?



ARTISTS:
1. Rolf Harris
2. Madness
3. Madonna
4. Chesney Hawkes

SONG TITLES:
- A. Like A Virgin
- B. The One And Only
- C. I Like Driving In My Car
- D. Tie Me Kangeroo Down, Sport

0898 299250

USING THE PHONE

1. Get the bill-payers permission to ring up the number.
2. Dial (0898) 299250. Your calls are charged at 34p per minute cheap rate and 48p at all other times.
3. Make sure you don't misdial and get through to a seedy hotline instead of the CD hotline. You'll be able to tell, as our ansaphone doesn't do heavy breathing.
4. Once you're through to the right number, leave your answers, name and address, and we'll get back to you if you've won. (If you don't win, you might want to visit Bloggo's stall, as he assures us that he's getting some 'cheap but cheerful' CD-ROM drives in).

*(Or anyone else who wants to enter, whatever their name.)

review

PINBALL DREAMS

Duncan MacDonald once had a nightmare in which one of his testicles was pierced by a very long, very thin, very sharp piece of metal. As far as he was concerned, this made him the ideal person to review *Pinball Dreams* from 21st Century.

We can't believe we're about to do this, but we are. We're actually going to explain the rules of pinball to you. Why? You may well ask. It's not as if any of you won't know how to play pinball – it's just a case of stopping the ball dropping down between the flippers. However, if *Pinball Dreams* was an American football game, we'd have to tell you the rules. If *Pinball Dreams* was a water-polo game, we'd have to tell you the rules. If *Pinball Dreams* was an ice hockey game we'd have to tell you the rules. (*Yes, we get the idea. Ed.*) As it happens, *Pinball Dreams* is a pinball game. So we're going to tell you the rules. Sorry and all that, but here we go...

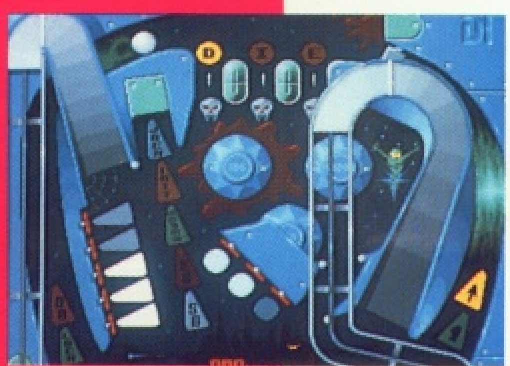
Rule One: You have to stop your ball dropping down between the flippers.

Rule Two: You have to get the highest score you can by bouncing your ball off the flippers and onto the targets. You have to try to light up everything which can be lit up.

Rule Three: You have to stop your ball dropping down between the flippers.

And there you have them – the rules of pinball. If you can manage to stick to rules one and three, rule two generally takes care of itself (eventually). Pinball, eh? What a blinkin' little scamp of an invention. Bless its socks.

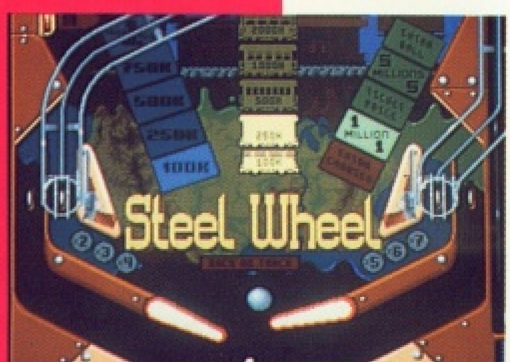
All you really need to know about *Pinball Dreams*, apart from the fact that up to eight players can take part, is that there are four tables to choose from – each loading with its own music and sound effects. Here's a quick run through...



All aboard the Steel Wheel...

IGNITION: This table looks a bit 'spacy'. The music and sound effects are a bit 'spacy' as well. Yup, it's spacy alright. There's a picture of a space shuttle for you to light up, in case you don't believe us.

STEEL WHEEL: This one's a bit 'wild west steam-trainy' in the graphics department, while the music and sound effects follow suit. "Wheeeee... chuff, chuff... yee-har!" (and more besides).



... wheeee... chuff, chuff... yee-har!

BEAT-BOX: Yes, it's all beat-boxy. Ravy writing and funky sounds akimbo, with James Brown samples (amongst others) punctuating a particularly good shot.

NIGHTMARE: Horror visuals with a soundtrack to match. Scary sound samples let you know when you're doing well, but when you lose it turns to an evil cackle. It's a nightmare.

WHAT'S WHAT

TITLE	Pinball Dreams
PUBLISHER	21st Century
PRICE	£25.99
FORMAT	Amiga
RELEASED	Out Now



Sample the beat of the Beat Box.

Dunc: To say that there are loads of pinball games on the Amiga would be like saying Jonathan King isn't an obnoxious git. It's simply not true. Jonathan King *is* an obnoxious git and there *aren't* many pinball games for the Amiga.

I can only think of two, actually: *Pinball Simulator* from Code Masters (crap) and *Time Scanners* from Activision (okay). So what about *Pinball Dreams* then? Well, first off, *Pinball Dreams* does what it does (ie plays pinball) excellently. The graphics are excellent, the music is excellent, the sound effects are excellent, the table designs are excellent and the ball behaviour is excellent (although it's maybe a little on the 'light' side, if you know what I mean). So, there you go – four computer pinball tables for the fraction of the cost of the real thing.

The only gripe is that things don't go any further. Using the computer as a medium, the world can be your oyster – take the Mega Drive game *Devil Crash*, for example – a pinball machine crossed with a shoot 'em up. Brill! If only *Pinball Dreams* stacked the tables on top of one another, and you had to get a certain score before a 'gate' opened to allow you upwards access. If only there were lasers which you could blast your ball with, instead of relying on 'table shake'. If only you could... but there are lots of 'ifs', and this is supposed to be a review, not a think-tank, so I'll shut up. Let's call *Pinball Dreams* a pinball game for the purist and have done with it.

If you want a very good, plain and simple, no techno-frills attatched pinball game, *Pinball Dreams* is your baby. It's that straightforward.

STOP

GRAPHICS	86	ADDICTIVENESS	80
SOUND	90	EXECUTION	85

OVERALL 86



TITUS the FOX
To Marrakech and back
Join Titus the Fox in his hilarious adventure "To Marrakech and Back". On foot, riding a skateboard or flying your magic carpet, you set off across the Sahara to free your kidnapped love - Foxy! You encounter many enemies such as Babyboon, the kid with the deadly bottle, and Toyo the spectacled snake.
This mega-game has already been hailed by the critics as the reference for Jump'n'Runs in the computer-games world.
PLATFORM GAME OF EXCEPTIONAL SIZE:
MORE THAN 900 SCREENS ON 16 LEVELS WITH 54 EXTRAORDINARY ENEMIES. SECRET ROOMS, HIDDEN BONUSES AND DEADLY TRAPS.
EXPLOITS FULL CAPACITY OF EACH MACHINE:
AMIGA (50 HZ, MORE THAN 60 COLOURS ON SCREEN, HARDWARE SPRITES). PC (ADLIB CARD).
UNIQUE SYSTEM OF INTERACTION:
PLAYER - ENEMIES - OBJECTS - BACKGROUNDS.
OPTIONS:
LEVEL CODES, CONTINUE, AJUSTABLE MULTI-DIRECTIONAL SCROLLING.
AMIGA
ATARI ST, PC,
COMMODORE 64,
AMSTRAD CPC
Demonstrate your agility in overcoming obstacles.
Eliminate your enemies in cold blood....or by surprise.
Pick up "Great Oaf" from behind and paste him to the walls.
The bowling in this game is great, particularily when your enemies are the pins.
Can your find your way to the hidden rooms full of bonuses, additional energy and extra lives.
TITUS
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IT'S DOWNRIGHT STEALING, BOSS

SHORTS

Picking which games to review in ZERO every month is a heart-breaking affair. It's as if you could see the rejected software outside in the cold, with their runny noses pressed up against the window. Luckily, thanks to the Shorts page, we can find room at the inn for a few more of the little darlings.

Ian Botham's Cricket from Celebrity software gives this most sedate of games the full sports sim treatment. Sadly, although it features all the current international teams, the living legend of English cricket makes only the briefest of appearances (and even then he steps out of character slightly by failing to get into a huge punch-up).

Accolade's *The Taking Of Beverly Hills* is an arcade adventure based upon the 'explosive action movie' of the same name. Now, although no-one seems to have ever heard of this fine piece of art-house cinema, it was, according to the back of the box, a seminal classic to rank alongside *Citizen Kane*. The game lets you control two – yes, two – kerrrazy Californian kids, called Boomer (football's hottest quarterback) and Laura (Boomer's new-found lurve). The plot centres around a poll-tax riot in swanky Beverly Hills, with long-haired anarchists trashing the boutiques and making off, clad in fur coats and designer evening wear. Bad film, bad game, and a bad name for a main character.



Panzer Battles from SSG is a WWII battle simulator set on the Eastern Front. This detailed war game contains six historically accurate scenarios, and allows you to try a home game with Stalin's boot-boys or to play away with those funsters of the SS.

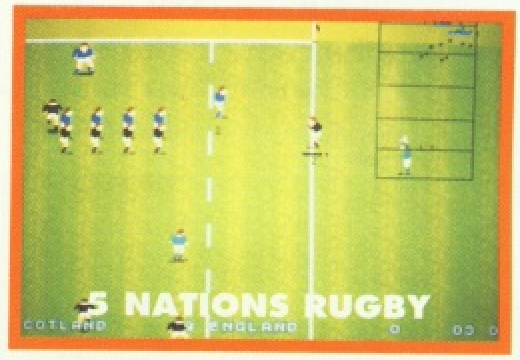
The Magic Candle II is a fantasy role-playing game from Mindcraft. Although you can assign tasks to your party of up to 30 non-player characters, there's a chance that they might turn nasty and stab you in the back.

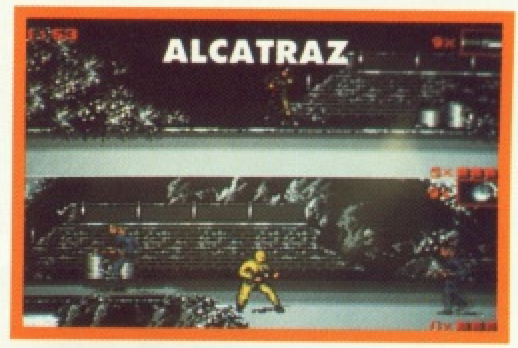


Loriciel's *Psyborg* is a bizarre Gallic arcade game. You play Duncan Norton as he uses his psyborg abilities to move his spirit through space (well, that's what it says here anyway). In fact, it's a bit like *STUN Runner*, with you racing around a series of tunnels. Suffice to say, it's very hard, very weird and very French.

Audiogenic has bought out a *Five Nations Edition* of their *World Class Rugby*, to mark the 1992 Five Nations Championship. It incorporates the current international squads from the five countries concerned: England, Scotland, Wales, Ireland and France. Apparently, a nifty cheat mode, activated when you type in COPSEY IS GOD, causes the French players to sustain nasty injuries whenever the ref's back's turned.

Alcatraz, from Infogrames, is a split-screen, two-player arcade adventure. Your task is to capture an evil drugs baron from his island fortress. There are weapons galore, but of course the louder ones attract guards by the coachload. Luckily, there's a smart 'hide in the shadows' option, in case you come over all cowardy custardy.





THE GREEN DEBATE

TWO ECO-BASED SOFTWARE TITLES COME UNDER THE CELEBRITY MICROSCOPE.

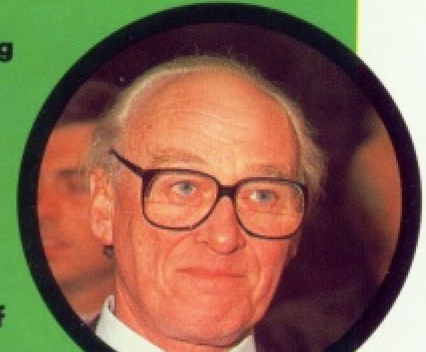
PRINCE CHARLES



***Eco Quest* is a quite astoundingly good graphic adventure from Sierra. It comprises of a series of educational puzzles on an ecological theme, and includes a free booklet containing 55 fun ways to help save our planet. And they really are fun too – I've had Diana cutting unsold copies of *Budgie Goes Flying* into squares to hang up by the 'throne', granny's been taking her empty gin bottles down to the bottle bank, and Daddy's promised that if he sees any endangered species on one of his shoots, he'll only wing it (he's such a sport).**

NICHOLAS RIDLEY

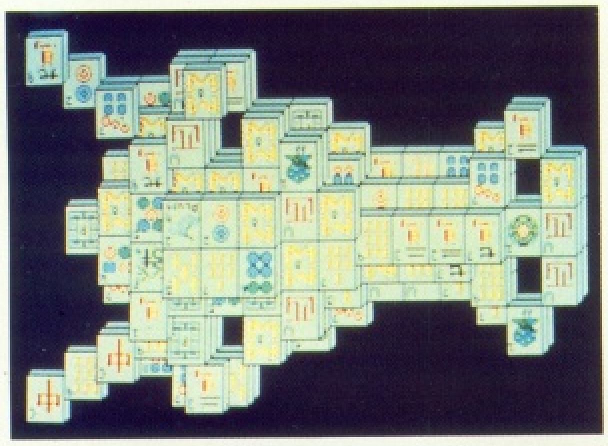
(EX-ENVIRONMENT SECRETARY)



***Chico Mendes Must Die*, from Bastasoft, is a frenzied shoot 'em up which has you napalming vast tracts of rainforest and then protecting a Japanese whaling fleet from those work-shy scumbags from Green Peace. There's also a joystick-waggling beat 'em up section, which pits you against ferocious seal pups out on the Alaskan ice packs. The game's exquisite packaging is made from tropical hardwoods, inlaid with ivory, and contains a CFC-based lining. I was very impressed to see that some of the profits from the sale are going to British Nuclear Fuels. Bravo, Bastasoft.**

DÉJÀ VU

Déjà vus? Well, they're rather like Benny Hill making yet another new series – seen it all before, but this time the girls are different.



SHANGHAI II: THE DRAGON'S EYE

Activision/£35.99/Mid April

PC

Amaya: Ah, that ancient Chinese game of Mah-Jong is back again on our screens in souped-up form. For those of you unfamiliar with this tricky little puzzler, it involves matching pairs of stacked, decorative tiles with the purpose of clearing them all as quickly as possible. "What a doddle!" I hear you cry, but that's not the whole story – a tile is only free to remove if there's nothing on top of it or if it can slide out to the left or right or both.

It often gets to the point when you get well and truly stuck with no little soul-mate to match any of your tiles with. The trick is to play tactically, removing the piled-up tiles and the ones along the sides first, freeing up the largest amount of trapped tiles. The second game, *Dragon's Eye*, a more complicated variation of *Shanghai*, adds a bit of spice and variety.

Although *Shanghai II* will have limited appeal, it does what it sets out to do rather well. There are options to use different patterned tiles – fantasy ones, alphabetical, playing cards, animals and the special Lord Lakin 'flags of the world' tiles. In addition, there are many layouts, the chance to build your own, and the option for two-player games. *Shanghai II* offers nothing rivettingly new, but if you're into puzzle games (particularly of an oriental nature) you'll love this one.

GRAPHICS	82	ADDICTIVENESS	84	OVERALL 83
SOUND	81	EXECUTION	85	

ELVIRA II
THE JAWS OF CERBERUS

Accolade/£34.99/Out Now

AMIGA

Martin: "Cerberus – who he?" you might ask. Well, he's a huge and hairy, three-headed demon who's holding horror-flick starlet Elvira prisoner somewhere in her own film studios. Your task is to rescue the stupendously well-stacked Gothic lovely before she's sacrificed at midnight. The game is basically a mouse-driven role-playing adventure with fighting, spellcasting, exploring and lots of puzzle solving. There are bundles of objects to be found, though most are sneaky old red herrings. There are also lots of great distractions, such as in the costume department where you can try on a load of false noses and chortle at the results in a mirror.



On the down side, controlling movement is a bit of a palaver, and some of the rooms contain a sudden unavoidable death (which can be a tad depressing). However, the game does boast a marvellous, creepy atmosphere reinforced by a sprinkling of grisly artwork. For instance, your character can come to all sorts of sticky ends, each one illustrated by a yucky graphic of his face horribly disfigured in accordance with the manner of his demise. And, of course, every so often Elvira herself appears, complete with huge beehive hairdo and a cleavage like the Avon Gorge, to pass caustic comment on your progress or offer some timely advice.

GRAPHICS	83	ADDICTIVENESS	87	OVERALL 84
SOUND	72	EXECUTION	84	



SUPER SPACE INVADERS

Domark/£24.99/Out Now

PC

Toby: When the original *Invaders* hit the arcades, I was about two years old and thus never actually got to play it. The last thing I expected to see in 1992 was a 'souped-up' version of bloody *Space Invaders*.

And that's exactly what *SSI* is. However, the only things which have actually been improved upon are the graphics. "But that's not all bad!" I hear you cry. Well, er... actually, it is. *Space Invaders* has been superceded over the years by the likes of *Xenon 2*, and frankly this game is just mutton dressed as lamb.

That said, it's an arcade conversion. This may have stiffled Domark's creativity, but they must realise that they can't seriously charge twenty-five sponds for a game which was released 13 years ago and cost 10p a go. If they really wanted to pay their respects to the originator of a genre, they should have abandoned the licence and done it themselves. But then, with parallax scrolling and the biz, it wouldn't be *Space Invaders*. Might be 'super', though.

GRAPHICS	49	ADDICTIVENESS	38	OVERALL 45
SOUND	48	EXECUTION	30	



KWIK SNAX
"An ideal game for those who want to have fun"
Amiga Action

PRINCE OF THE YOLKFOLK
"Looks like the best Dizzy adventure yet"
Games-X

BUBBLE DIZZY
"A pure arcade game...Top fun"
Amiga Power

PANIC DIZZY
"A manic test of arcade reflexes"
David Darling

SPELLBOUND DIZZY
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Five times the fun of any other games pack!" Richard Darling.

AMIGA
ATARI ST
£24.99

DOSH EATERS



Simultaneously throwing off her Doris Stokes wig and producing a rather manky-looking crystal ball, Amaya Lopez declared: "Okay, I own up. It's been me doing the arcade section all along." The ZERO team looked at her blankly: "Come on then, you old bag – what are you waiting for? Predict the standard of this month's slotties – that's if you're up to it , of course."

KNIGHTS OF THE ROUND

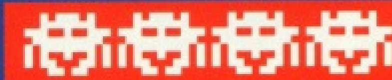
Capcom



King Arthur and his lovely knights are the stars of this neat little slottie from Capcom. Up to three players can thrash about in Ye Olde England, playing either Lancelot, Percival or Arthur himself. Our King is meant to be a youth of 17 and his special weapon is the sword Excalibur, with which he can dole out lethal upper-swings. Lancelot, on the other hand, trained with an oriental hermit. This makes him a fairly acrobatic fighter, having his handy scimitar to aid him. And finally we have Percival – a 'gentle fighter' with a powerful swing. His fave weapons are clubs, maces, morning stars and battle axes.

You pick your knight and guide him through lush countryside, knights' tournaments and the innards of a castle, pausing briefly to replenish your energy. Be sure to watch out for the Help arrows which appear throughout, to show you the people you should not be slaughtering. But you can kill the vicious and rather incongorous animals like eagles and tigers – they explode when you've slain them. The end of level enemies take a lot of hacking – the Knight of Scorn giggles mockingly to put you off.

Not only is the sound rather smart, but so are the graphics – particularly when you slice someone's head off and the blood comes oozing out (yum). This is one neat little slash 'em up that's great fun to play.



ASTERIX

Konami

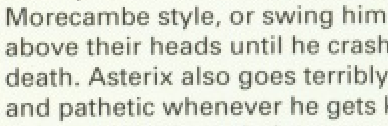


Everyone's favourite Gaul, Asterix, has finally arrived in the arcades with his beefy mate Obelix, ready to take on all and sundry. You can opt to play either of these beauties or find a chum to help you, in order to see the duo in action together.

Obelix was my fave, having a very handy 'natural' weapon at his disposal – by running into the enemy, he can kill the basts with his stomach in one fell swoop. At the start of the game, Obelix can also pick up a huge pointed rock thing which he can batter all oncoming thugs with.

Asterix is nifty in the 'flying around, slapping people abart' stakes, but in two-player mode he also has the edge over Obelix in the snogging fair, virginal maidens stakes. The reason being not for a gratuitous tonguies sesh, but because in this tasty way he gets his energy restored. There are all sorts of different power-ups to get to grips with, in the form of potions, boars on platters and fruit, some of which are accessed by smashing-in barrels. Certain concoctions make our chums go totally bananas and rush around the screen like something out of Benny Hill.

The graphics are really fab – cartoony jobbies with "BIF!" and "BAF!" bubbles appearing throughout, maintaining the feel of the comic books. The variety of locations and backdrops are both detailed and entertaining – Egypt and the pyramids for starters. The four bonus levels involve such things as chariot races and avoiding falling spherical racks in a temple. Both sprites are extremley well animated and the comic touches are marvellous. Both Asterix and Obelix can smack their enemy round the chops in true Eric Morecambe style, or swing him round above their heads until he crashes to his death. Asterix also goes terribly gooey and pathetic whenever he gets kissed. Smaaart! Well worth the money.



THE SCORE



So easy, this scoring system – you've got to be Pete Beale of EastEnders to get confused. Five little space invaders for mega fab, four for very fab, three for quite fab, two for not very fab at all, one for, er... totally lacking in fabness.

64TH STREET

A DETECTIVE STORY



Jaleco

Another kidnap scenario in Jaleco's newie – this time the daughter of a rich businessman has been grabbed, and nice boys Rick and Allen, fronting their own spanking new detective agency, decide to get on the case. *64th Street* is an attempt at a vicious 1940's detective beat 'em up – there are beautiful classic cars parked in the streets, and old-fashioned shopfronts ready to have the living panes smashed out of them.

There are loads of boxes to destroy, often revealing a rather useful crowbar or spanner, but whether in one or two-player mode, Rick and Allen seemed to have minds of their own when it came to kicking or swinging the enemy about.

64th Street is a little on the slow side, sometimes you seem to have to wait an eternity for the enemy to appear on screen. Essentially, what we have here is a fairly run-of-the-mill one or two-player beat 'em up. Nice graphics, shame about the gameplay.

TERMINATOR 2

JUDGEMENT DAY



Midway

This cabinet stood out a mile in the Electrocoin arcade, because it's a huge mutha state of the art baby. Two 9mm Uzi's are attached to the front and it's trigger-happy territory in this *Oppo Wolf*-style shoot 'em up.

There are two nightmare missions – Mission One takes place in the future, where you've joined with Sergeant John Connor, leader of the human resistance, to destroy the robotic machines of Skynet. Your aim is to infiltrate Skynet HQ in order to gain control of the Time Field Generator. Mission Two sees you in the present, where you've been sent back through time to protect young John Connor and destroy the Cyberdyne systems to save the world form Judgement Day.

Graphically the game is excellent, with mega gory bits when the approaching robots' or digitised Arnies' heads explode spookily near you. The sound is fab – not only are you treated to that well-worn "Hasta la vista, baby" phrase, but also the humans (who, incidentally, you're not meant to shoot) yelp with pain as your co-ordination fails you. But best of all are the Uzis. Press the trigger and the side buttons for change of weapons, and the whole thing vibrates like mad. It's frighteningly like the real thing. All in all, an experience not to be missed.

SILENT DRAGON



Taito

Whatever your feelings on dragons – whether you love them or loathe them, I'm sure you'll be saddened to learn that there are none in this game, not even of the mute variety. Instead, it's AD 19XX and the city is in ruins – tormented by a dark force on the planet, the evil Dr Bio. He's the twisted genius behind Bioroid, a technology which creates mutant lifeforms with superhuman strength in order to destroy the rest of the population. Eek!

Rather practically, there are four big men to stop him: Joe, the fighter; Lee, the Kung-Fu expert; Sonny, the GI, and of course, no game would be complete without that indispensible ninja, er... Kato in this instance.

Up to three players can take part, cruising the very colourful dockland scenery, car park and streets and generally trashing everything and everyone in sight, including a Coke machine (a dream come true – particularly when you've lost your money). There are hidden bonuses all over the shop, and so many rough types that it's often difficult ot work out what's going on. The best bits are when the bodies catch fire and the immense end of level Sumo wrestler. Apart from that, it's rather boring really.

LEGIONNAIRE



Tad Corporation

And here we have the first and best of the old tried-and-tested formula: the 'running around and whipping the pants off everyone in sight 'em up'. The Crimson Kings are the crims in this one, so to speak – evil traffickers of illegal drugs and weapons. Not only have they got hold of the city where they're happily basking in the heat of corruption, but they've also kidnapped Judy. Alas, poor Jude. Luckily, she has her three goodie-two-shoes friends at hand to save her: Alfred, Chris and Frank.

Two players can fight in this violence-crazed beat 'em up, with the choice of playing one of the three do-gooders. Choose Chris with legs up to her armpits and you'll perform higher, more lethal kicks than dear old Bonnie Langford. Punching, kicking and throttling are the order of the day here, with the Crimson Kings becoming larger and more menacing as you progress through the streets, a car park and an airport trying to avoid catching fire when huge canisters are wielded at you. There are many pick-upable bonuses including loaves of bread and books, though none of these people seem to have the slightest literary bent. The graphics are rather neat, but all in all there's nothing particularly innovative here.

ROGHA



Data East

A futuristic one or two-player blast 'em up, this one, where you can choose from four different arm weapons, four different body styles and 4 different leg styles. For starters, you can choose a knuckleshot, iron claw, beam sword, or you can build your own personalised battle suit.

Anyway, it's 2001 AD, and the dark forces of Lagnalok have returned to wage a heinous battle. You wouldn't really think you stood much of a chance aginst the massive planes and hovercraft which come towards you like nobody's business.

Still, when your armour finally explodes, don't give up – you'll be ejected out of the cockpit to continue fighting. This sight, it has to be said, is rather pathetic. You really are the size of a highly undernourished housefly compared to your enemy's fighting machines. The graphics are quite neat, but the game as a whole isn't overly inspiring.



BOTSS

Jaleco

It's the year 2276 and things are in a sorry state. For starters, the alien Vandarians have conquered the solar system, wreaking havoc with their huge, mechanised war bots. You must try to save the universe, single-handedly, from your secret base on Pluto. Starting with Neptune, your task is to attack and recapture the solar system one planet at a time. So get aboard your own bot and prepare to do battle with the enemy er, bots because the BOTSS (Battle Of The Solar System) is about to begin.

The first person perspective view works a treat with you gazing out at the uninviting landscape from the protection of your bot's windscreen. On the left-hand side of the cabinet is attached a rather neat gear stick with, forward or reverse gears.

The enemy war bots are smart, and you're awarded points according to how difficult it is to kill each particular type. Ground targets consist of Ostriches (funny deformed-looking robots), Gazelles (more odd robots) Zulus (Star Wars-style robotic walkers) and Guardians (huge tanks). Hawkfighter planes and hovercraft form the air targets, but the most difficult by far to crush are the Guardians. Not only is there a main mega-blaster to help you, but there's also a shield button with limited ammo and a rather useful time distorter which slows the basty bots down temporarily.

BOTSS has fab graphics and sound effects, and although your money doesn't last long, just remember – it's quality that counts. STOP



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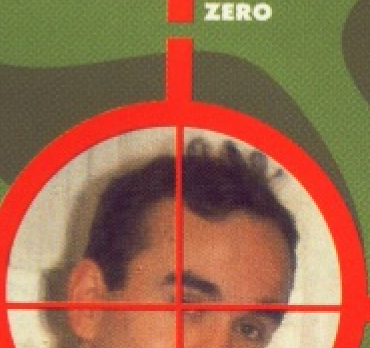
WIN A DAY OUT PAINTBALLING!

SHOOT YOUR LOAD!

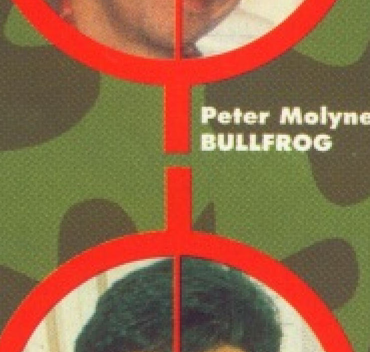
Meet the folk from ZERO, Bullfrog and Electronic Arts... AND SHOOT THEM!



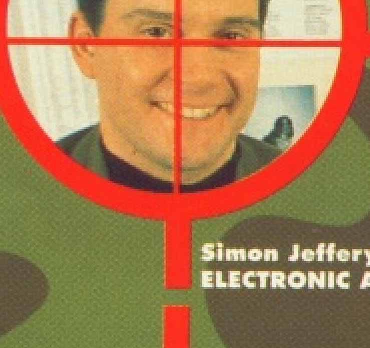
David Wilson: ZERO



Peter Molyneaux: BULLFROG



Simon Jeffery: ELECTRONIC ARTS



Simon Bates. (Only joking.)

How would you and your best mate like an all-expenses-paid day out, running around in the jungle with a big gun all day, shooting your load (ooo-er) at your favourite games-type people? Well, ZERO, in asociation with Electronic Arts and Bullfrog, is bringing you the 'chance of a lifetime' oppuortunity to do just that. You could be in with a chance of a good paintballing session with three teams of trained assassins and jungle warriors from ZERO, EA and Bullfrog.

PAINTBALLS TO YOU

It's true – your wildest dreams of shooting David Wilson in the kneecaps could come true. Gather together all your pent-up frustration and take it out on a software company/publisher/magazine (delete as applicable) mogul by shooting seven shades of jobs out of them.

You will, in fact, be given a complete day out if you're one of the two lucky winners of this compo. Your travelling expenses will be paid, and the paintballing sesh, along with as much ammunition as you can line your camouflaged pockets with *and* some free grub will all be laid on. And how about an Electronic Arts/Bullfrog goodie-bag to take back home as a reminder of the best day of your life? You know – one of those doophers overflowing with T-Shirts, games and anything else you could possibly imagine (well... almost). You can even take a mate along to join in the fun and frivolity with you. What more could you possibly want? (Apart from Jeremy Beadle's testicles on a plate, that is.)

WHAT ABOUT THE RUNNERS-UP?

Even if you're not one of the two winners, and don't know them well enough to blag your way to go with them, you can still be one of the not-quite-so-lucky runners-up who'll each get one of the already raved-about goodie bags. Phew!

HOW TO ENTER

"How can I, a humble reader, win this fab prize?" we hear you cry. Well, It's as simple as, er... a really simple thing. Just work out the answers to the following three questions. Then **phone (0891) 299250**, wait for the bleep, recite the numbers of the questions, followed by the three letters corresponding to the answers you have chosen, state your full name and address, hang up and get on with your life as if nothing had happened.

THE QUESTIONS

1. In which film did Sly Stallone play an ex-Vietnam soldier with a big gun?
a) Cobra
b) Carry On At Your Convenience
c) Rambo

2. What calibre is Arnie's Uzi ?
a) A good 12 inches
b) 9mm
c) Impossibly long

3. What colour is a tree?
a) Green and brown
b) Spleen red
c) Magnus Magnusson mauve

TOP TELEPHONIC TIPS

"Aaaaagggh!" This is the noise you'll be making as the person who pays the phone bill in your pad staples your eyelashes to the nearest antfarm when they receive it. So please ask their permission before you ring up. Also, if you should happen to dial a wrong digit and get hold of someone telling you about the length of their firearm, please hang up. It's for your own good.

RULES

1. Employees of Dennis Publishing, Electronic Arts or Bullfrog found entering will have their innards removed in a very slow and painful way.
2. Any phone calls received after April 31st will be laughed at.
3. The Ed knows Rolf Harris and will send him round with a killer stylophone if he's crossed.

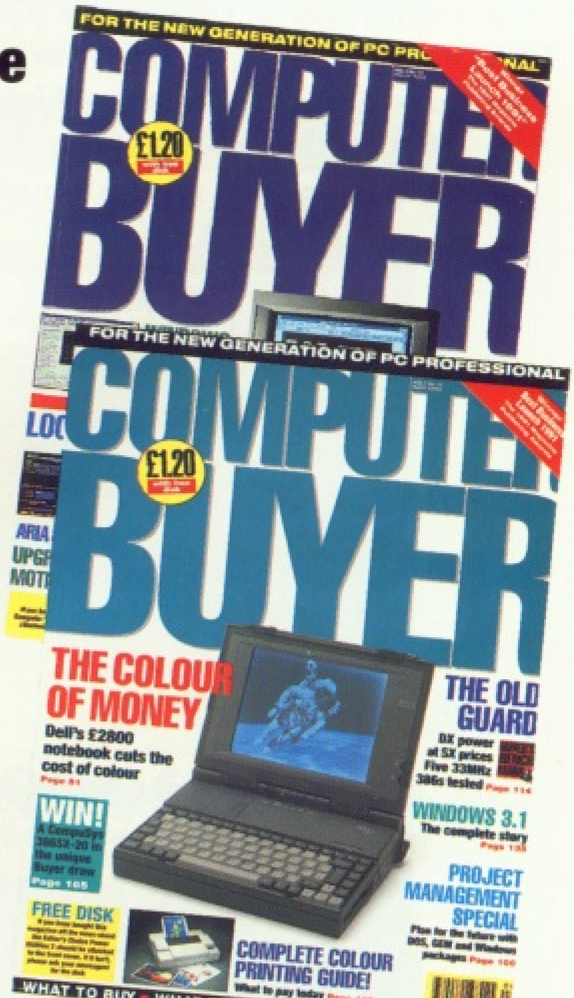
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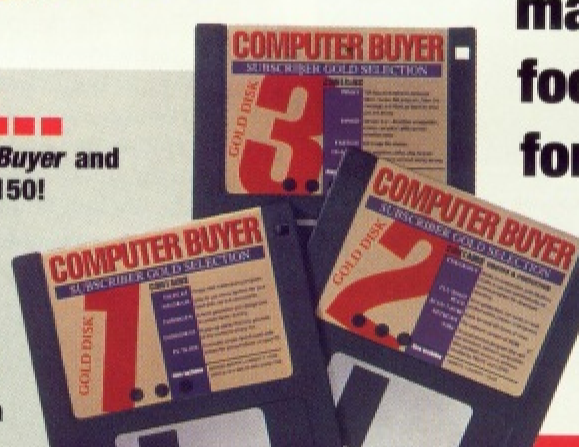
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☐ Please charge my ☐ Visa ☐ Mastercard

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SDZE205A

Please let us know if you would prefer not to receive notice of special offers.



Following a morning at court to contest criminal charges involving his top-selling line of cuddly toy (the My Little Pitbull), Bloggo, still wearing his best donkey jacket, popped into the ZERO office to drop off a double helping of this month's budgets.

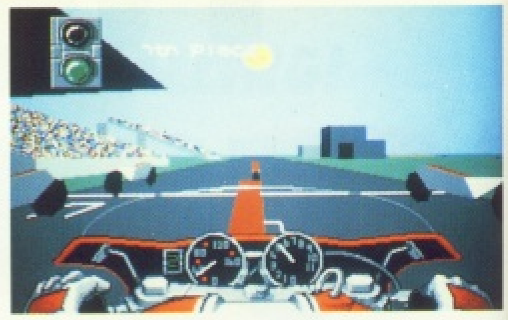
TEAM SUZUKI

GBH/ST & Amiga/£7.99

Bloggo: I knew that Baz Sheen when 'e still had stabilizers on 'is bike and bio-degradable legs, you know, so I was well keen on takin' a butchers at this *Team Suzuki*. It's a motorcycle racing simulation featuring a first person perspective and smooth scrolling, polygon graphics.

'Course, I wouldn't give tuppence for those Jap bikes, you know. Yes, they're all very reliable an' heeconomical an' that but they're nothing on a dirty, smelly Norton Bullyboy that leaks sump oil all over yer leathers and flicks a vee at yer local noise control bye laws. There was no foreign rubbish when I was riding with the Angels, you know. You can't terrorise small rural communities turning up on a Honda 50. You might as well arrive in a fleet of Volvo estates.

Anyways, apart from the jessie's bike you're forced to ride, the game's very fast and well thought out. There's a



Get yer motor runnin'...

choice of bike size, and a replay facility so you can watch your crashes again and again from a variety of viewing perspectives.

At the start, you'll probably have a bit of hassle controlling the bike as you lean into the corners, 'cos it does tend to swing a bit violently like. So if you weren't born with a throbbing 1200cc 4-stroke between your thighs, like me, then you might find it a bit of a toughie.

OVERALL SCORE 77

BLOGGO'S BARGAIN BUY



TURRICAN II

KIXX/ST & Amiga/TBA

Bloggo: *Turrican II* is one of them multi-directional scrolling shoot 'em ups. This one features a well hard geezer who leaps about in a metal suit, toting a huge hi-tech shooter-cum-flame-thrower. There's an abundance of unsavoury aliens to grease and a wide selection of weapon power-ups to do it with. There are five levels to complete – each forms a maze of increasing complexity (*Dictionary fell open at 'C' today, eh Bloggo? Ed.*) and ends in a final shoot-out with an especially butch baddie. Later, Turrican even climbs aboard a flash spaceship and indulges in a little one-way-scrolling shoot 'em up. It's all like the old *Turrican* but bigger and with souped-up graphics and sound. Like in the original, the beam from your flame-thrower swings around willy-nilly while Turrican poses motionlessly, all strong and silent. In this one, the animation's much better. He really gets into it as he throws the beam abart, dealing out death and discomfort to all points of the compass. I know it all sounds a bit familiar, and it is, but trust Bloggo. It's a classic.

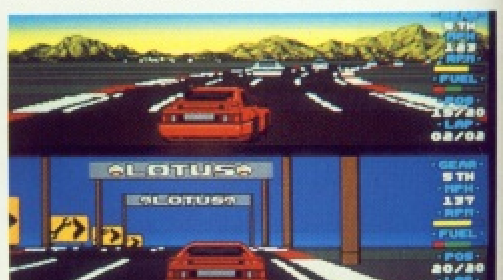
OVERALL SCORE 90

LOTUS ESPRIT TURBO CHALLENGE

GBH/ST & Amiga/£9.99

Bloggo: I'm no stranger to high performance sportscars, you know. Granted, I drive a Bedford van, but that's because of its superior ram-raiding abilities. Anyways, I 'appen to know about motors, see, so I fancied a go on that *Lotus Esprit Turbo Challenge*, an arcade-style racing game for one or two players.

Play it on your own and it's pretty standard fare – you go up hill and down dale, avoid water and rocks on the track, and there's stuff like lane closures and a fuel stop. It's fast and smooth, but so are



Split screen head to head – smart.

a lot of driving games.

Race against a pal, on the other hand, and suddenly it's totally cool and hard. An *Out Run*-style perspective of each car is displayed on each half of a *University Challenge*-style split screen. I played it with me mate Nobby, right. Laugh? We thought they'd never dry. We was cutting each other up, ramming, playing car tag. It was brill. I just hope someone sees sense and brings out a Bedford Van Challenge soon.

OVERALL SCORE 89

SAINT DRAGON

Kixx/Amiga & ST/ £7.99

Bloggo: Each action-packed parallax scrolling screen of this shoot 'em up is crammed with huge great colourful sprites. You play a dragon/cyborg hybrid who has to rescue the last dragon from a gang of mechanical boot boys who are hellbent on galactic domination.

Our hero swans around in his dragon ship, a flashy spacecraft

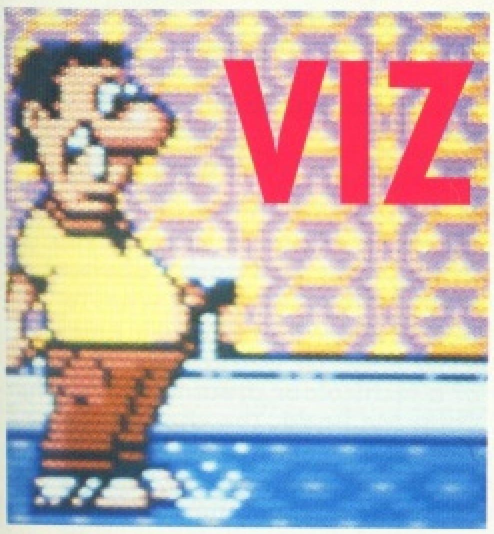


Aerial fag lighter? No, it's St Dragon!

which shoots fireballs and bouncing bombs, and has an armoured tail that curls around itself for protection. The 'dynamic loading system' avoids long load breaks, in favour of lots of little bite-size loads, allowing more detail to be squidged into each screen. A prime piece of shoot 'em up gaming.

OVERALL SCORE 91

VIZ



Bloggo: We subscribe to a number of periodicals in the Bloggo household: *New Barrowboy, Wideboy's Gazette, Dole Cheat Weekly, What Fence?*, but none provide me with as much pleasure and incisive comment on current affairs as that *Viz*. I've often watched Mrs B reading it 'till the tears roll down her cheeks and she starts losing control of her bodily functions.

Anyhow, happy days are here again, 'cos now the game of the comic has been released as a budget. You play either Johnny Fartpants, Buster Gonad or Biffa Bacon racing across five locations littered with *Viz* characters and smutty humour.

OVERALL SCORE 85

JAMES POND



GBH/ST & Amiga/£7.99

Bloggo: I've always been a *James Pond* fan, being a bit of a Sean Connery look-alike meself. And 'ere's the little beauty on budget at last. James Pond is a fish with a social conscience, and he's out to save his fellow sea creatures from the threat of pollution from oil refineries and tankers and the like. Essentially an avoid and save 'em up, you guide the little bleeder around, releasing lobsters, placing bombs and avoiding baddies. The graphics are ver tadpoles testes, but what really amused me was the way the whole thing is a skit on the Bond movies. The music's so catchy, I've made a special remixed version – only available from Bloggosoft. My only gripe is it should have been a bigger game but all in all, a brill, cutesy ecologial romp.

OVERALL SCORE 86

F-16 COMBAT PILOT

Action 16 Premier/ Amiga, ST & PC/Tba

Bloggo: This is an in-depth simulation of what it's like to fly an F-16 jet fighter. There are a number of missions to try: air-to-air, runway denial, interdictor strike, tank-busting, crop-dusting and reconnaissance. Another option, called Operation Conquest, has you commanding an entire squadron of lovely, sleek F-16's. There's all sorts of features: night-flying, cloud cover, lots of intelligent armaments, and the possibility of blacking-out if you



Bloggo's van: Windscreen View.

pull too many G's (like I done the other day pulling away from the lights in me van).

As is the way of flight simulations there's loads of buttons and dials an that, but I'm sure that ain't a problem for an enterprising person such as yourself. I'm told it's a realistic simulation of flying an F-16, but I couldn't tell you mate – you wouldn't catch me in one of those flying coffins. I don't mind playing the game, though. In fact, I'd give it a Bloggo thumbs-up.

OVERALL SCORE 90

50 GREAT GAMES

Wicked Software/ Amiga & PC/£25.99

Bloggo: Have I got a bargain for you, you lucky punters! A wide assortment of 50 PD-style cheap and cheerful games for the one-chance-only, knock-down price of £25.99. Granted, they're a bit old and lame...

Well, all right, some of them are less fun than playing on a spreadsheet, it has to be said, but blimey they're only 52 pence each. Whaddya want, blood? You can't go wrong! Quantity – that's what you need, forget quality. If you come over all nostalgic for games like *Space Invaders* and you've got a spare 26 big ones taking up wallet-space, then why not splash out on this?

OVERALL SCORE 50

UNDER VER COUNTER

Here you are discount hunters, I met this bloke in a pub, right, and he sold us all this stuff as well. They're all big names, like, as advertised on *Crimewatch UK*, so go on, take yer pick.

DOMINATOR
Kixx/Amiga & ST/£7.99

MICROPROSE SOCCER
Kixx/Amiga & ST/£7.99, PC/£9.99

FUN FORCE 3
Kixx/Amiga & ST/£7.99

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GBH/Amiga & ST/£7.99, PC/£9.99

3D TENNIS
GBH/Amiga & ST/£Tba

ITALIA 1990
Leisure Games/PC, Amiga & ST/ £9.99

STOP

WIN A TOP OF THE RANGE CD DISCMAN!

DISCO DEMON

PLUS 20 RATHER FAB T-SHIRTS FROM RENEGADE!





It's Friday night again and you're getting ready to be the evening's disco sensation in the privacy of your own bedroom. Trouble is, you like to practice a few formation routines without anyone else hearing what you're up to. But do you jig about in front of your mirror, humming softly to yourself, or do you turn your hi-fi on really low and bend your ear to keep in rhythm? Whichever one of these uncomfortable options you normally go for, you just won't have to bother with all that palaver any more if you enter our raving Renegade competition. Why raving? Well not 'cos the chaps from Renegade are the coolest hipsters in town (hem, hem) but more because they must be stark raving bonkers to be giving away a top of the range Sony Discman (sorry... Disc*person*) to one lucky ZERO reader. This little beauty will be ideal for gyrating discreetly in front of your bedroom mirror. Should you want to blast the house dahn, then you can also use it in conjunction with the rather fab speakers. In addition 20 jammy runners-up wil receive a fabulous, and not at all cheap or crap, T-shirt from Renegade.



BOP SHAWADDY WADDY

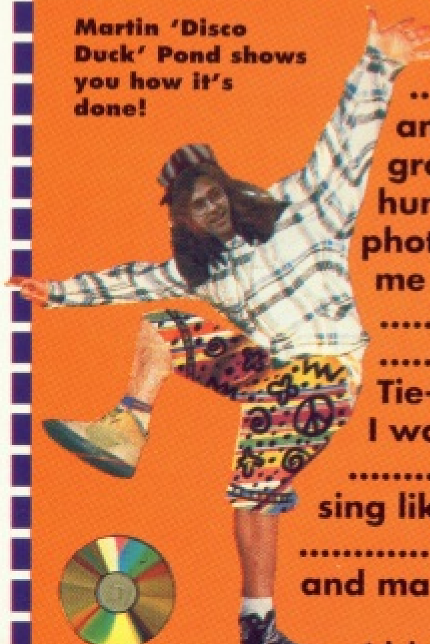
So what do you have to do to win these rather fabulous prizes? Well, we want you to show us your ideal disco dancing, cool, on-the-pull garb – obviously, the more outrageous the better. You might want to combine the '70s chic of Slade with the brash Amanda de Cadenet '90s look. Or perhaps the stylish demeanor of a techicolour dreamcoat with the hipness of Color Me Badd. The choice is yours – simply draw, paint or 'collage' a picture of yourself in trendy disco get-up, like we've done with various members of the ZERO team scattered around the page. (If you can't be bothered to produce such an arty-crafty creation, you can always simply dress up in your mum's clothes and take a photo.) When you've finished, send your work of art to: **I Haven't Stopped Dancing Yet Compo, ZERO, Dennis Publishing Ltd, 19 Bolsover Street, London W1V 2BP.**



STYLE STATISTICS

My name is..
and I live at..
....
....
When I go disco-dancing I like to wear the following get-up, which I feel combines
....
with..
....
and suits me down to the ground. Please accept my humble painting/collage/photograph* which makes me look..
....
....
Tie-break: When I grow up I want to dance like..........
....,
sing like..
....
and marry a policeman.

*delete where applicable



Martin 'Disco Duck' Pond shows you how it's done!

RAVE RULES

- Any employees of Dennis Publishing or Renegade/Bitmaps caught entering this competition will be forced to 'moonwalk' in the next Michael Jackson video.
- Any entries arriving later than 31st May 1992 will be forwarded to *The Hitman And Her.*
- The Editor is the current UK Disco Champion so he's in charge when it comes to bopping.

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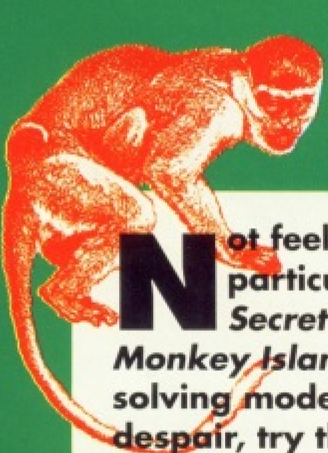
CRYSTAL TIPS*

*AND ALISTAIR

LECHUCK'S REVENGE

MONKEY

***Rich Pelley* faced an unwieldy dilemma this month. Either he marshalled together solutions to *Monkey Island 2* and *Mercenary 3*, or he did his maths homework. A week's detention from Miss Poole seemed like the proverbial picnic compared to the delights *David 'See This Cucumber...?' Wilson* had in store.**



Not feeling in a particularly *Secret Of Monkey Island 2* solving mode? Don't despair, try this. Firstly, buy one of those new Secret chocolate bars. Then go to the zoo and look at some monkeys. Next, move to Ireland. Finally, equate x cubed – 6x squared + 12x – 8 = 0. With a little help from Steve and Barry Brown, you should now be raring to take it all the way.

WARNING: YOU ARE NOW ENTERING A ZERO COMPLETE SOLUTION

★★★ ZERO ★★★ COMPLETE SOLUTION

PART 1: THE LARGO EMBARGO

Starting on the bridge, Walk left or right to be mugged by Largo, then Bail to right side of bridge. Pick up sign to Take shovel once he leaves. Exit right, Go to swamp, Use coffin and Row to shack to be taken to Mrs Mojo's pad.

Look at table, Pick up string, locate jar reading Ashes-To-Life on shelves and, in room to the right, Talk to Mrs Mojo about both the ashes-to-lives and about making a voodoo doll with Largo in mind. Leave, and Row back to shore with Mrs Voodoo's list of ingredients in your pocket. Exit left, back to map and Walk cemetery-wards until you reach the graves at top of hill. One there, Use shovel on (Largo's Grandfather's) grave, Collect bone, Exit left, Go to beach area, Pick up stick.

Return to map and make haste for Wally The Cartographer's house, second door on the right in Woodtick Town. Talk to him about things whilst pinching a blank sheet of paper from the pile. Quickly Pick up monocle when he occasionally places it on the table, Exit door-left, Walk to window on side of ship, Pick up knife from table and Go back through window. Use on rope to free alligator, or at least do so after Walking down far left path and Entering far left ship. The inn-keeper freaks and leaves, so get both the cheese by Picking up bowl and the toupée from the styrofoam head sitting on far left desk in far left room (Largo's room). Then Bail out, or Wait until you are thrown out. Go up and right, Pick up bucket (beneath pirates), Open box (on floor), and Use all of the string, stick and cheese with box, so that (by the time you've Exited for a moment then Re-entered the screen) you can trap the rat. Open box 'n' Take rat.

Exit screen, Enter hatch near bottom of screen, and continually Request drinks from bar-keeper. Largo enters, orders a drink, spits on wall and exits, at which point you Use blank sheet of paper with dripping spit and Exit up stairs. Back to kitchen via window, Use rat in soup, Return to bar and Order soup from bar keeper. The cook is fired, you Refuse the soup but get a job, you Take your wages in advance and Bail out of the window in the kitchen.

Exit right to map, Go to swamp, Use bucket on swamp (for mud), Exit back to map, Get to town, Go to Largo's room, Close door, Use bucket with door and (tee-hee) Hide behind curtain. Largo gets it and heads off for the cleaners. Follow him, watch his conversation, Return to his room and Pick up ticket tacked to back of door. Exchange this for Largo's clothes from man at laundry, and Go see Mrs Mojo. Hand over toupée, bone, bra and spit and a spanking new voodoo doll (plus pins) will be yours.



Ah, our Guybrush has found his calling at last. He's starting up the world's first ever coffin boat business – with an endless supply of free stock, he'll be the Richard Branson of adventure gaming before we know it.

GE

ISLAND







ZONE. HARD HATS MUST BE WORN AT ALL TIMES

Back to Largo's room and Use pins on voodoo doll while he tries to throw you out. Largo is banished! (Hurrah!) Head out of town to map, Go to peninsula and Talk to Dread. The monocle will suffice for requested necklace. Select Phatt Island from the map he gives you, and it's off to level 2! (Not forgetting to Pick up the parrot chew from the boat on your way.)

PART 2: THE FOUR PIECES



Locked up where he belongs.

Oh! You're in prison. Pick up mattress, Use stick on bone (ie leg of skeleton in corner of cell on left), Pick up bone, Give bone to dog, Pick up key, Use key on cell door, and Pick up/Open two envelopes from door-situated shelf (the Manilla contains your inventory, the Gorilla, a banana and an organ).

Leave jail. Head right via long path towards pier. Brag to old fisherman about what a great angler you are, and he'll challenge you to a who-can-catch-the-biggest-fish competition in preparation for later down the page.

At the library (which is where you should go next), Open (model) lighthouse, Pick up lens and Apply to librarian for a library card. Select an unimportant book from the card catalogue (try Pirate's Primer under P!), along with Disasters under D and Ashes under A, Requesting each one separately by name to librarian with your newly-acquired card. Left back past jail to Phatt Mansion via a long path to the left. Alight stairs, Claiming that you have been confused with a cousin and Fibbing that there is a fire in the kitchen to rid yourself of the guard.

In Phattboy's bedroom, Use pirate primer (or whatever book other than Disasters and Ashes you chose) with famous pirate quotes to swop books. Now Return to just outside library. There should be two alleys. Take the first, and then, when he runs off, quickly Follow the gambling man into the second and Hide behind the crates. Once he leaves, Go to door, Open peephole and Select "Give Me Next Roulette Number" when the door is opened. You will be asked a cryptic number question, the answer to which is simply the number of fingers the bloke first shows you. The procedure is repeated a total of three times, until the roulette number is finally revealed. Return to the roulette wheel, Place a bet and win. Get next number from Guybrush, Win another bet, and Repeat entire process again, so you now have a party ticket, some cash and some circus tickets. Return far right to Dread's ship and Request to be taken to Booty Island.

BOOTY ISLAND

On Booty, Enter the first shop to the left (antique shop) and attempt to buy every item by Picking up each in turn. You should have enough money and the antique dealer should agree to sell just about everything. He will decline to sell the sign about the parrot initially, but will then sell it to you if you try again, leaving an empty hook in its place. Use empty bag of parrot chow on hook in order to Pick up and hence buy mirror.

More on that map piece on his counter later...

For now, Cross road into the costume shop. Give Mardi Gras party ticket to costume dude and receive a costume. Walk right, once you've exited, and Talk to Kate, who is standing near Stan's Used Coffin Store. Take a flyer, say your farewells, and right, past Stan's shop until you arrive at the map of the island. Select Governor Marley's Mansion from map. On your way to the mansion, you'll meet a rather lovely girly dressed as Lechuck. Have a conversation, Don your disguise and proceed à la mansion. Take either pathway to the back of the mansion and, at rubbish bins, Select Push garbage cans.

Run from the annoyed cook to front of mansion, then back round the other way (in other words in a big circle). Quickly Enter kitchen, Pick up fish and Exit via same back door. Ignore cook, and Enter mansion this time through front door. Pick up piece of map from corner of painting at far left hand side of room (all the guests ignore you, incidentally) and Exit mansion, only to be hauled up to see Governor Marley by the gardener. Select all polite grovelling replies and she will toss the map out of the window.

Outside again, Pick up the map (it floats away), Re-enter mansion and Get to Governor's Marley's room (she's gone), Pick up oar, Exit house via front door, Tell dog to shut up, Pick up dog, Exit right back to map, Go to Dread's ship and Return to Phatt Island.

PHATT ISLAND

Take path to pier to old fisherman and Give fish to man to win the competition, with a fishing rod as a prize – handy for getting that piece of map back on Booty Island? Hmmm....

BACK ON BOOTY ISLAND

Back on Booty island (thanks, Dread) Pass antique shop, Pass old man with cannon, Enter map, Select cliff, Walk to side of cliff and Use fishing pole with piece of map once arrived. A bird nicks the map and flies to the big tree, so Back to map, Select big tree, Use oar with hole to create step in tree, Step up on big tree root from left, Walk to plank, Walk to oar, oar breaks, you fall, bang head, fall unconscious, have a dream,



Ah, the sun, the sea and my fave Rod Stewart tape.



No room at the inn for Guybrush.

wake up, Take broken oar, Leave scene, Back to map, Select Dread's ship and Head for Scabb Island.

SCABB ISLAND

Left, Enter first door, Give broken oar to woodsmith, leave, go to Wally The Cartographer's, Give lighthouse lens to Wally, Go to Bloody Lip Bar down hatch, Order one of each drink, Take free crazy straw and Ask for some near-grog (but Kate has bought it all). See Jojo the monkey? Use banana on metronome, Pick up Jojo, Leave scene and Walk back up stairs.

Now you're back in the Pirate and laundry area. So Use saw on peg leg (hurrah!) and Go to Woodsmith's Workshop. The Woodsmith has left to fix pirate's leg, so quickly Take his hammer and nails, Exit, Down path, Get to map, Select Dread's ship and off to Booty Island we go.

BACK ON BOOTY AGAIN

Find and Enter Stan's. Ask to see a coffin for a laugh (and to hopefully receive a Stan's Used Coffins promotional hanky at some point). When he stops to show you how roomy it is, Close and Use nails on coffin. If you weren't quick enough to nail him in, ask to be shown another coffin and try again. Ring bell at counter while Stan's trapped for a bonus laugh. Pick up Crypt Key from behind the counter, Leave store, Trundle right to spitting contest.

Stand near flag markers and Use ship horn (from antique shop), so the Spitmaster leaves. Pick up flag (to cheat), Use yellow drink with blue drink (from bar) to make green drink, Use crazy straw with green drink (for extra spitting power) and Talk to Spitmaster to enter contest. Prepare to click on the Ptooie icon when the last spectator on the right's sash blows, and hopefully you'll win first prize. Keep trying until you do. Now Give plaque to shopkeeper in antique shop and hype it up enough in order to sell it for 6,000 pieces of eight. Leave shop, Look at mad Monkey Book, Note down co-ordinates, Walk right, Talk to flier lady Kate and Offer to charter her ship at the previous noted down co-ordinates. Select point and you'll be on Kate's boat. Dive down into sea, Swim over to figurehead (it's too heavy), over to anchor and Pull rope to be hauled back on board. Now Return to Booty.

Once on terra firma, Ask Kate if she bought all the near-grog (she did), Ask if she'll give you some (she won't). Women, eh? But anyway, in antique shop Give figurehead to antique shopkeeper dude and hurrah! Some map. Exit shop and Make for big tree via overhead map. Use reinforced oar with hole, Walk to root, Walk to plank, Walk to oar, Pick up plank, Use plank with hole, and continue until you can get to the top tree house on the left to Pick up telescope. Back to the first tree house, Enter doorway, Use doggie on pile of maps and he'll retrieve your second piece of map. Back to Dread's ship and off for Scabb Island.

SCABB ISLAND AGAIN



Our hero flees from the dead.

Get to cemetery (via map), go to crypt, Use Crypt Key on Crypt, Enter, Walk to far-right coffin, Look at book of pirate quotations, Read a few quotes, Look at coffin, Open coffin, Pick up ashes, Exit crypt and cemetery, and Get back to Mrs Voodoo's place. Tell her you've got some ashes, Give ashes and book about Ashes-To-Life To Mrs Mojo, grab potion, and return to cemetery. Enter crypt, Look at open coffin, Use Ashes-To-Life potion on ashes, Remind the resurrection bloke that he's dead, Offer to turn his stove off for him, Take key, Leave cemetery and Go to beach area. Walk over to shack, Use key on door, Use knobs to turn off burners, Go back to cemetery, Resurrect bloke and Tell him you've turned off his burners. Another piece of the map is yours. Now Go to Phatt Island.

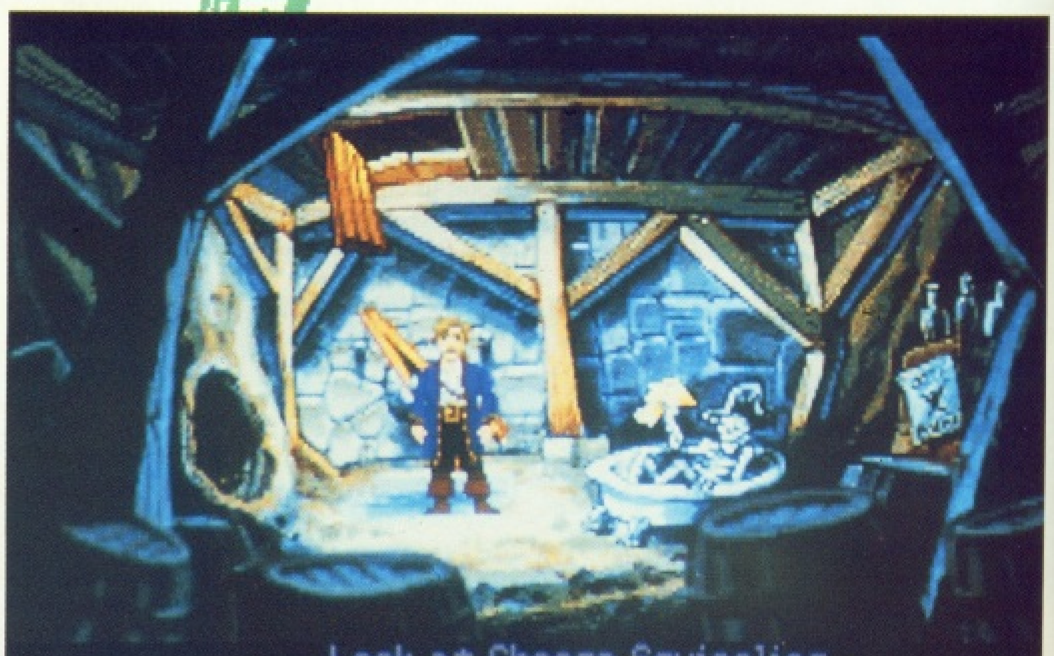
OH, WE'RE BACK AT PHATT ISLAND AGAIN

See your face on that Wanted Poster? Still got that flier? Use Kate's picture on Wanted Poster, Hide in library (by which time Kate will have been thrown into jail). Pick up envelope from shelf near door in jail and Get to waterfall by using the overhead map. Walk alongside waterfall to top of hill to arrive at pump, Use Jojo with pump and Walk into 'newly discovered gaping hole' at base of waterfall.

Continue through tunnel to small island. Click on cottage, Open door, Walk inside, Talk to man, only to be challenged to a drinking contest. Blimey. "If at first you don't succeed," as the old saying goes, "then when the man leaves for the second time to get himself a drink, Pick up mug of grog, Walk to tree in barrel in upper left of screen, Use mug of grog on tree, Use near-grog on mug and Use mug of near-grog on table." The man will return, you Drink



Guybrush likes a nice cottage.



Damn, I knew I should have visited Great Auntie Doris earlier.

first, he drinks and collapses and you win. Walk to top of room to mirror frame, Use mirror (from antique shop) with mirror frame, Walk to bottom right of screen, Open window, Exit through front door, Read plaque at base of statue, Use telescope with ugly statue for a beam of sunlight to shine through the telescope, window, mirror and onto one single brick. Picking up telescope automatically, Walk over and Pull highlighted brick, making sure to pull the right one. If you did, you'll fall into the basement and can then Pick up the map the skeleton is holding before Bailing through hole in floor onto beach, Climbing back to overhead map, Selecting Dread's ship and Returning to Scabb Island. If you didn't choose the right brick, you'll chute straight onto the beach, in which case go back to the house and try again.

SCABB ISLAND

At Scabb Island, Go to Wally's, Give map piece to Wally (he takes the other three automatically) and he'll ask you to collect a love potion for him while he rebuilds your map, so Go see Mrs Voodoo. Mention Wally's love potion to her – she has a vision that Wally is kidnapped by LeChuck. Row back to shore, Open juju bag from Mrs V and Make for Wally's at Woodtick. Examine table, Go back to swamp, Walk to where swamp meets shoreline, Look at crate, Open crate, Use crate and ship on over to part 3!

PART 3: THE THIRD PART

Starting in the fortress, Walk right, Up stairs and Enter top room. Walk far right across room, Enter doorway, Past bones, Across, Enter room on far right, Down stairs, Over to cell and Over to talk to Wally. Head back up stairs, Out door and Left over to 'ugly bone things'. Look at spit-encrusted paper from beforehand. Find skeleton whose bone configuration corresponds to that of first verse of song, Push and Walk through it. Look at second verse, Push and Walk through respective skeleton, and Continue for all four verses. Open door, Pick up key and, er... oops, get captured by LeChuck. And, er... oops, end up strung up over a pit of acid. Ask LeChuck some pointless questions and he'll leave. Ask Wally some for a laugh, then Use crazy straw with green drink. Carefully position your icon and keep on spitting at the extreme



Hmmm, where's the regatta?



Hey Largo, that's no way to talk about your bread and butter.

bottom left-hand corner of the shield and Douse the candle. All goes dark. Use matches, completing part 3 in the process.

PART 4: DINKY ISLAND

Walk to far right, Talk to Herman Toothrot, and Select all colours in answer to his tree-colour related question.

Walk to left, Look at base of still on ground, Pick up both Martini glass and black crowbar. Now Go to the bottom left of screen, Use bottle on rock, Walk to barrel beneath parrot, Open barrel, Give cracker to parrot for a clue, Use Martini glass on ocean, then with still to obtain some fresh water. Then Walk left along beach, Enter hole and arrive in jungle. Take left path up to top of next screen. Use broken bottle on bag, Pick up box of cracker mix and Return to opening of jungle.

Take top path, Pick up rope to get box, Use crowbar on box, Take dynamite, Go right two screens to reach the dinosaur. Use Martini glass with water on cracker mix for two crackers. Now Give cracker to bird – you'll be told to head north from dinosaur to pile of rocks. Do this, then Give bird another cracker at rocks, Walk right off screen to big X. Herman returns you to camp, but Return to big X via his short cut. Now Use shovel on big X, Use matches on dynamite, Use lit dynamite on hole and Retire.

Inside deep hole, Use rope with crowbar, Use rope and crowbar with twisted rods (at top of hole) and you'll be left hanging in mid-air. Elaine talks to you, the rope breaks, Find light switch with your icon, you Use light switch and, oh – hello Mr LeChuck! Converse with him and for your trouble, he'll zap you with his voodoo doll.

When coast is clear, Walk back to treasure room (ie first room to far left), Take ticket from smashed treasure chest, Walk back though tunnel to far right-hand end, Enter door to first aid room. Take a look at skeletons, Pick up dad's skull, Walk to rubbish bin beneath first aid sign, Remove surgical gloves, Open medical draw to immediate left, Remove hypodermic syringe, Leave room and head back down tunnel to the left. Enter door to left of first aid sign to get to storage room. Open all boxes in order to collect a balloon, some root beer and a voodoo doll. Go back down tunnel on left, Enter door on back wall to the right of the elevator sign leading to broken grog machine. Now Use gloves and balloon with Helium Container, Walk over and Examine grog machine to find coin return, Use Coin Return and LeChuck should appear (or Wait around until he does). When he bends over to pick up the coin, make a dash for it and Pull underwear and you'll be zapped into another room.

Back in grog room, Re-mess around with Coin Return slot. This time, when LeChuck returns, Use hankie with LeChuck. You'll be zapped into another room – Walk to elevator room, Push elevator button, Walk inside, Stand near lever and when LeChuck arrives, Use lever as fast as you can. Hopefully, the door will close and slice part of his beard off. Pick this up and now the elevator takes you to the top floor. Open the door, Exit and, hey! I remember this from *Monkey Island 1*. Use all your pickings – the doll, beard, skull, hankie and underwear on Juju bag in turn to produce a custom voodoo doll. Enter the elevator through the door again and Return downstairs to find LeChuck. When you find him, Use Hyperdemic syringe on voodoo doll. Follow him out of the room and you'll converse in the next room. Select the dialogue option regarding pulling the leg off the voodoo doll, and he will then ask you to remove his mask.

"But father, you will die," replies our hero. "Well – you've already cut off my hand and besides, the Death Star is about to explode," points out Darth Vadar as you remove his helmet. The sight beneath is of a disgusting, fleshy green, decaying face. In fact, it's so disgusting that you promptly leave the Death Star, accidentally forgetting old Darth, who explodes seconds later (along with the planet) while you head off for a shag with Princess Leia. May The Force™ be with you. (*Eh? Ed.*)

STOP

MERCENARY 3

★★★ ZERO ★★★ COMPLETE SOLUTION

Thanks to David Grimshaw from Surrey for this solution. He cops a spanking piece of software for his trouble.

The first thing to do is to acquire your own vehicle – buses take too long and taxis are too expensive. So nip round to the back of the prison and board the Eagle 95E – your very own little run-about-town spaceship. You are then suitably prepared to beat Bill via any of the following six methods.

MISSION 1: GET ELECTED

Go to floor 9 of Dooberry's Solicitors at location 00-06, enter and use transporter. To activate a particular transporter number, press the corresponding number on the keypad when the screen turns white while you're in the void between transporters. So, in this case, press 2 to activate transporter 2, then head towards floor 9, collect the A to Z computer and return to floor 1. Enter and use transporter 3 (that's 3 on the keypad, dummy), exit, board vehicle, fly to Eris Snow Island (location 03-04) and pocket power glove (to pick up heavier items later in the game).

Now fly to Eris Capital City, location 06-03, enter and pick key E. Fly to 08-03, collect vehicle, go inside building, up to floor 1, into transporter and press 4 to arrive at Vesta. Take transporter, go to floor G, drop vehicle outside, then head off towards 05-04 (that's the election register). Pick up vehicle before entering building and ascending to floor 1. That log book is yours, so enter your name in it, in between picking it up and dropping it. This allows you to stand as a candidate against PC Bill, although according to opinion poll, you're far less popular than him.

What you need to do is to advertise for some support. So... drop and enter the transporter, press 9 (to get to Eris Velos City), fly to location 04-05 (Ad agency) and accept their advertising. Repeat this at location 04-01 (Eris Television). If you forget to pick up the transporter at the writers guild, go back and get it at once, you clot! Once you've got it, drop, enter, press 2, then re-pocket the transporter. Then fly to and accept advertising at all three of Wilmot Advertising Agency, News Intergalactic and Future Publishing at locations 09-14, 04-08 and 02-07 respectively. By now the opinion poll should show you beating PC Bill, the sucker, by 53% to 47%. At this point, drop the transporter, press 8, and vote for yourself on floor 1 of the land registry at location 15-14. To fill time between the results of the election, of which you are a certified winner, you can either fly around to see your name on the billboards and buildings or else fly to the heavens and loop around at full speed about 10 times to speed up time.

MISSION 2: BANKRUPT BILL

'Quick' and 'easy' are two words which spring to mind about this mission. Commence with the collection of the A to Z computer, as you did in Mission 1, then pick up the electro-magnet from floor 1 of Amplin Electronics (location 06-05). Now fly to 00-03 and enter Boshers' Bar. Examine the fruit machine from close proximity in order to see what the three reels display, and place the electro-magnet in the control panel. Press Space to start the reels spinning, then press + on the keypad when you see the orange. This will turn on the magnet and hence cause the reel to stop on the bell. Repeating this on the other two reels will win you 50 million credits and bankrupt PC Bill all in one fell swoop. Hurrah!



"That'll be ten million quid, guv."

MISSION 3: LOCK HIM UP

To complete this mission you'll need:

- The shield from the playtester stores to be found at location 09-02 at Eris Capital City.
- The A to Z computer from floor 9 of the ETA house at 08-03, Eris capital city.
- The power glove from the trading post at 03-04 of Eris Snow Island.
- Key B (try floor G from Bill industries at 01-00 of Clotho via transporter 7).
- Key C from Bill's mother at East Dion (that's 05-01 to you), watching out for gun fire in the process.
- Something to carry more items in, such as the briefcase located on floor 8 of location 03-14 of Dion.
- The red tape. (The Gum Store Drapery, floor G, location 06-06, Eris Bare Island perhaps?)
- The instant prison, to use on the building site, and key H (to get into the prison), both from floor 9 of the instant architects, 14-11 of Eris Capital City.
- The land deed to take to the land registry on floor 9 from C'Rooke estates at 08-03.



Uranus is particularly lovely tonight.

- PC Bill report from Arthur's cottage at 05-01 (take to exchequer district A, floor 4).
- PC Bill from the HQ building (at 02-01, of course) to lock up in the prison.

MISSION 4: BLOW IT UP

Quite an easy level, this one. All you have to do is to collect:

- The A to Z computer (floor 9, ETA house, 08-03).
- The briefcase (floor 8, verdant party HQ, 03-14).
- The timed detonator (Eris powergen, 14-05).
- The disguise (theatrical costumier).
- And 6 explosives from: mineral trading (15-15), company store (05-02), Bill's bar floor 8 (07-01), Bill's farm machinery (09-14), PCB Powergen (01-01) and floor G at both Pyrotech supplies 1 and 2 (03-11 and 11-03).

You will be using the 6 explosives to blow up the 6 mines on DIAN North. Place one explosive by each mine, set to power 9, and allow yourself enough time to retreat to a safe distance before BLAM! Mission completed.

MISSION 5: SHOOT 'EM UP

This part's easy, if a little boring. You'll need the Dart III vehicle (from Gaea Ore City 09-03) and the shield from the playtester stores, 09-02, from Eris Capital City. Simply shoot all of Bill's Ships. If you faff around on GAEA for too long, they'll come and get you. After you shoot the easy ones, the later ones shoot back.

MISSION 6: SECRET MISSION

Mission 6? Pah – a veritable cinch. Five minutes is all you'll need to polish this off. First, take your Eagle 95E to GRIS, Capital city location 09-02. pick up the Red Beacon Locator, fly to Damocles, head towards the flashing beacon and pick up the org. There is probably a more complicated way to complete this mission, but can I find it? Er... no I can't. STOP

TRANSPORTERS

Here's a handy table-type thing of hints concerning the transporter number/planet/co-ordinates/building/floor you're transported to, and what objects (and on what floor) you can find there. Blimey, we're so good to you lot... you'll be getting us to play the games *for you* next!

TRANSPORTER NUMBER	PLANET	CO-ORDINATES	BUILDING	FLOOR	OBJECT
0	TOLOSA	02-01	PC BILL, HQ BUILDING	B	POST-IT-NOTE, PC BILL (REQUIRE KEYS B & C)
1	BAOCHUS	01-08	EAST STRIP SPACE PORT	OUTSIDE	
2	ERIS (CAPITAL)	08-03	ETA HOUSE	1	A-Z COMPUTER (FLOOR 9)
3	METIS	00-06	DOOBERRYS' SOLICITORS	9	(LOSE 2 MILL CREDITS ON FLOOR 1)
4	VESTA	04-06	VESTA PARLIAMENT	B	REQUIRE KEY E TO EXIT
5	LOGOS	04-02	DHSS HOUSE	4	
6	GAEA	08-08	TRADE COMMISSION	1	OPINION POLL (FLOOR 1)
7	CLOTHO	01-00	BILL INDUSTRIES	1	BLUE BEACON LOCATOR (FLOOR 4) KEY B (FLOOR G)
8	DION	03-14	VERDANT PARTY HQ	2	BRIEFCASE (FLOOR 8)
9	ERIS (VELOS)	03-02	WRITERS' GUILD	OUTSIDE	BOOK (FLOOR 4) MASKS (OUTSIDE)

GUTLESS GULLY



Shandy-swiggers of the world unite! Come out of the closet and get tipped up with *Rich 'Mine's A Top Deck On The Rocks With One Of Those Nice Pink Umbrellas In It' Pelley.*

ROBOCOP 3

As Jonathan Porthouse himself writes, here's just a small cheat for *Robocop 3*. So, in other words, one not quite as big as depressing Shift, typing THE DIDDY MEN and pressing Escape to advance a level, but still one worth drawing out unnecessarily for the sake of it. On the second level, instead of shooting punks, simply stand around for a couple of minutes and Lewis will escape by herself.

POPULOUS 2

Although last issue we blasted you with a complete *Populous 2* guide, and the issue before that we told you how to cheat, one thing we haven't done up until now is to give you any level codes. **Nick 'David' Coleman** is the man to offer a sherbert lemon to in eternal thanks, should you ever see him walking down the street.

20 NGAF,	502 IIHOAT,
120 PIABAF,	599 SIWOAF,
200 OPEMAK,	700 INCCAK,
301 UPTIAD,	801 MOACAK,
401 ETIT,	999 WOITAB.

WOLFCHILD

And a cheat for *Wolfchild*? (Aa-wooo!) Don't start that again. Okay, for everlasting weapons, type THE PERFECT KISS, the title of a song by pant-swingers New Order I do believe, on the options screen.

BABY JO

And here are the level codes for Loriciel's new *Baby Jo* cutsie-type number. Level 2 - Code YOUPI; Level 3 - Code GLOUP and Level 4 - Code MUMMY. You can't say fairer than that.

PSYGNOSIS STUFF

Finally, a quick and rather desperate phone call to Psygnosis confirmed that all these cheats previously only mentioned on the Amiga also work on the ST. Here they are, then – we're so good to you ST people, it's untrue.

LEANDER

Enter the password as LTUS on the options screen for infinite lives. Then pause with F8, in order to skip levels with F6 and fire simultaneously. Also, the code for world 2 is ZXSP, and for world 3 it's LVST.

BARBARIAN 2

Really get into hot, pumping barbarian mood by holding down the Help key and the M and E keys to replenish energy.



That's it for this month. Send any stuff to me, Rich 'Crystal Tips' Pelley at Crystal Tips, ZERO, 14 Rathbone Place, London WIP IDE. Rememeber – huge prizes are on offer for any solutions we use!

GOLDEN OLDIES

Welcome to a one-off flashback section, dedicated to tips for 'blasts from the past' – games that have been out for quite a while, but have never appeared in ZERO before... probably.

ARMOUR GEDDON

We probably haven't printed a cheat to this great *Carrier Command* clone for a while, so unless in the meantime you've read it in some inferior magazine (heaven forbid), here it is. Type ALF on highscore table for infy credits.

NIGHTSHIFT

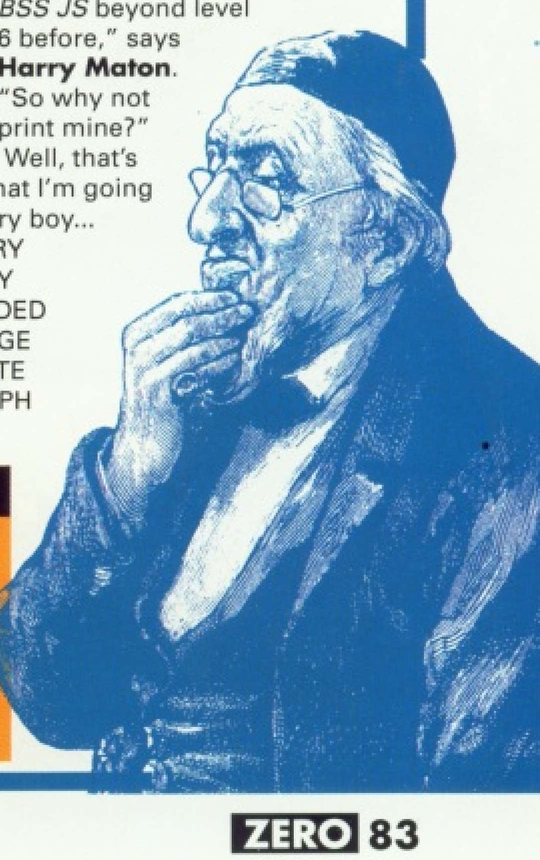
"Well, I can guarantee these level codes to Lucasfilm's *Nightshift* have never appeared in ZERO before," claims **Mikhael Michaelides**. (And he did spell it like that in his letter.)

SHIFT	CODE
2	Cherry, banana, banana, lemon
3	Banana, cherry, pineapple, plum
7	Cherry, pineapple, lemon, banana
13	Plum, cherry, banana, pineapple
19	Lemon, pineapple, cherry, plum
25	Banana, pineapple, pineapple, lemon
30	Cherry, cherry, banana, plum

BSS JANE SEYMOUR

"Well no-one in the whole world's ever printed codes for *BSS JS* beyond level 6 before," says **Harry Maton**. "So why not print mine?" Well, that's exactly what I'm going to do, Harry boy...

10 VICTORY
12 FRENZY
14 CROWDED
16 VOLTAGE
18 PRIMATE
20 TRIUMPH



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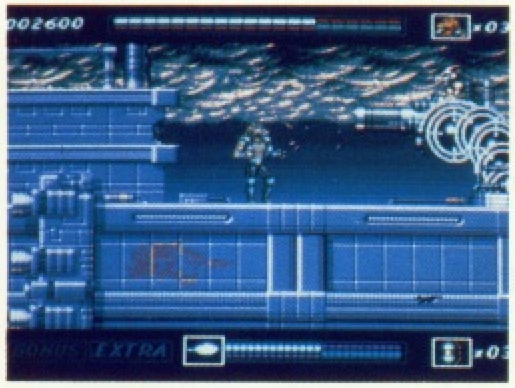
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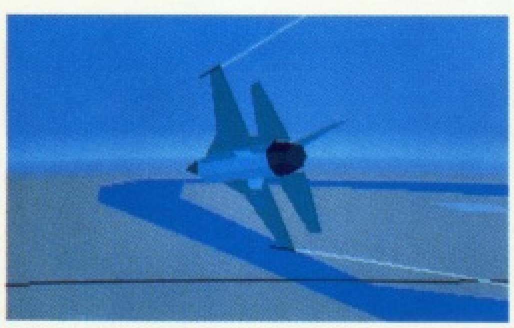
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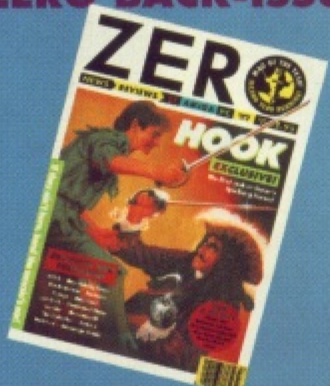


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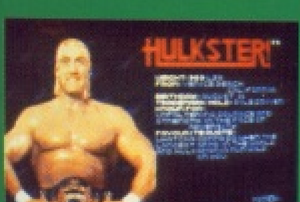
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MIKE GERRARD'S
ADVENTURES

This month, *Mike Gerrard* treats you to a four-page Adventures solution special. First off, he shows you how to run through Passionate Patti's part in *Larry 5*. After that, he gives you the lowdown on completing Legend's *Time Quest*. Adventures – it's the only solution.

PLAYING WITH PASSIONATE PATTI





Last month, I published the first part of **James Norwood**'s ever-so-clever solution to *Leisure Suit Larry 5*, having corrected the incredibly bad spelling (ahem). This month, you learn the secrets of the second half of the game, in which you play the role of Passionate Patti. So take it away, Mr Norwood....

PATTI'S THINGS

At the start, just look around the lab at everything.

Data Man: You'll find this on the desk as you come out of the second door. Use the cartridges in it. You also use it to show the limo driver where you want to go.

Cartridges: On the desk, in the same place as the data man. To use these, just drag them onto the data man.

Bra Guns: You'll find these on the desk, just before you leave the building. To use them, just drag the Hand icon onto them (to adjust them) and then place them on Patti. It is important to do this.

Champagne: This is in the limo. Give it to the man in the recording studio (or you can just give it to him in the other sense, if you get my drift). Either way, you'll get the tape.

When you arrive at the recording studios, look at the board and click on the right room, then go over and talk to the guard. Show him the data man with the cartridges in it and he will open the elevator.

Golden Disc: This is above the record player just before you enter the recording studio. Play it on the record player. At the Rap place, look at the cartridge to get the pass number that you need to get into the office.

Key To Desk: You will find this in the plant stand. Use it on the desk to open the drawers. You will find out the pass number to Studio B, and you'll also get some documents. Don't forget to put it back.

Documents: Take a look at these and then use them on the photo-copiers. Make sure you don't forget to put them back in the drawer.

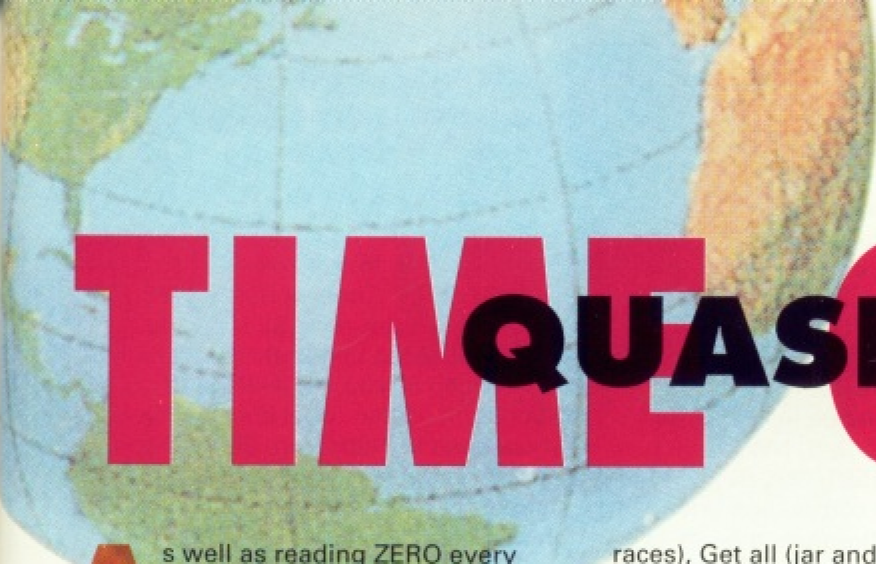
Paper Knife: You can use this to break into the desk drawers, but you must put it back.

Shower: Get into it. It definitely gives a new lift to the game.



Tape: You'll find this in Studio B, in the brown wardrobe in the middle row, three shelves from the top. Use the tape on the machine in the bottom left-hand side of the screen. You can turn it on as soon as you have adjusted the microphone and turned on the machine next to the microphone. You do this by clicking on the machine a number of times, until you have the right studio. Don't forget to get the tape on your way out.

To get out of the studio, use the microphone. Adjust the machine so that you have your studio, and sing into the microphone. This will break the glass and let you escape.



TIME QUEST QUASHED!

As well as reading ZERO every month, **Sue Medley** from sun-kissed **Sidcup** publishes three separate versions of *Syntax* (the adventure diskazine for the ST, PC and Amiga), and helps edit the new adventure fanzine, *Red Herring*. As if that wasn't enough, she even manages to solve the occasional adventure. Fair makes you sick, it does. She says that, as time is limited, she now restricts her adventure-playing mainly to the excellent Legend adventures, like *Spellcasting 201*. She's finally solved their *Time Quest*, and reckons it took her two and a half months to get the last few points she needed. That's what you call dedication! Even better, she's decided to share it with us. How incredibly kind. Words fail me.

Some of the puzzles can be solved purely using objects found in the same time zone, or can be quite complex, involving a lot of hopping from place to place and time to time.

START

In Drexler's Office, carrying nothing. Examine painting, Ask Drexler about painting (Vettenmyer makes his flying visit), Wait (you are dismissed), W, Open drawer, Get card, (in Interkron), Insert card in slot.

MISSION ONE:
CAESAR

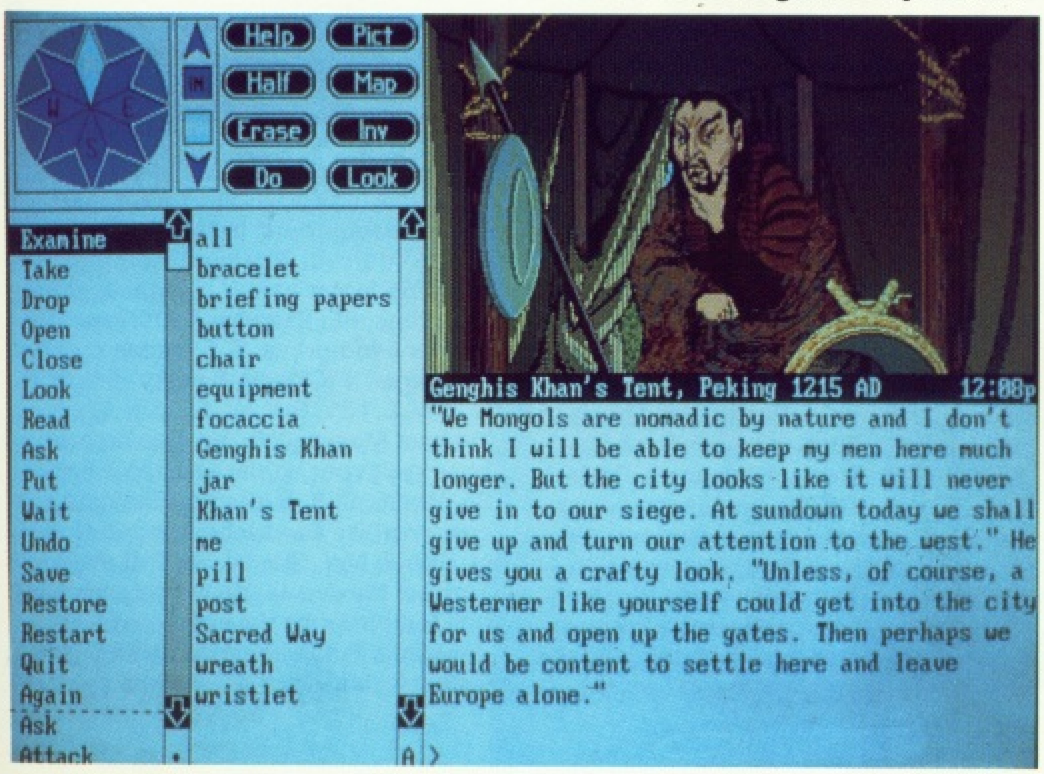
Timeset Rome 44, Out, U, SE, NE (Gladitorium), Wait (to learn about the races), Get all (jar and peg), Examine jar (oil), SE (Arena – see a broken chariot), Put wheel on chariot, Put peg in axle, Oil wheel, Enter chariot, Wait (until you win the final race and meet Caesar, and he asks what you want), Ask Caesar for wreath, Wait (the lion attacks), Get sword, Kill lion (you succeed and are taken outside), Get focaccia, NW, D, in.

MISSION TWO:
GENGHIS KHAN

Timeset Cairo 44, Out, N, Wait (until Cleopatra arrives with an 'invitation'), Yes (you are taken to her bedroom), Kiss Cleopatra (she gives you an aphrodisiac and tells you to return), E, S, in.

Timeset Baghdad 1215, Out, W, N, N (Bazaar – a Chinese merchant greets you), Bow, Ask merchant about himself (looking for rarities for his people), Show vial to merchant (he'll offer 1 drachma and 1,000 yuan. Deal?), Yes (he says the password to enter Peking is 'tower gate'), S, S, E, in.

Timeset Peking 1215, Out, N (you are taken to meet Genghis Khan), Wait (until he arrives and tells you what his plans are), N, W, N (password?), tower gate (you're pulled inside), N, W (the madame of this 'establishment' asks to see your money), Show yuan to madame (you have 20 women for the night!), Ask courtesans to follow me, E, S (the madame asks if the girls are for the soldiers), yes (they all vanish), Open gate (Genghis and his men enter and you leave), S, In.



Want to get into Genghis Khan's tent? This is the game for you then.

MISSION THREE:
KING JOHN

Timeset Dover 1215, Out, SE, N (the courier hides a pouch inside his cloak), Wait (he toasts John and Otto of Brunswick), S, Mount horse, W (Forest), Wait (an arrow embeds itself in the tree near you), Examine arrow (there's a scroll tied round it), Get scroll, Read it (a warning), Hide behind tree, Wait (until the courier is ambushed and you are told to come out), SW, Tell leader about pouch (finds it and gets a letter), Wait (the cleric tampers with the letter and replaces it), Wait (the outlaws leave), NW (to Runnymede), Wait (until John signs Magna Carta), SE, E, Dismount, NW, In.

MISSION FOUR:
HARUN AL-RASHID

Timeset Baghdad 800, Out, W, N, N (Bazaar – a beggar pleads for food), Give focaccia to beggar (he is revealed as the Sultan and takes you into the palace, Wait (he asks if you'll help him), Nod (he wants to know which of his wives is being unfaithful to him – you're shown into the harem), Get figs, Wait (until the wives go to bathe), W (Jamila's Bedroom), Get green veil, Wear it. E, S (the eunuch lets you out).



Offer figs to Vizier (he makes an assignation), N, W, Remove veil (you drop it), Hide under bed, Wait (until the Vizier sneaks in, but has to make a dash for it, leaving a slipper), Get slipper (you're caught), Show slipper to Sultan (the Vizier is arrested, the Sultan gives you a turban fastened with a ruby and you're escorted out), S, S, E, In.

MISSION FIVE:
WORLD WAR II

Timeset Rome 1940, Out, U, SE, Read graffiti, N, N (the guard thinks you're a cleaner. You go through to the Sala del Mappamondo – Hitler and Mussolini are there), Clean/Wait (until you hear the password 'cigar'), S, S, NW, D, In. Timeset Dover 1940, out, SE, N (Tavern), Wait (until Churchill lights his cigar), Get cigar, Wait (until he leaves), Get lighter (he forgot it), S,NW, In.



Timeset Rome 1940, Out, U, SE, N, N, Examine radio, Clean/Wait (until Churchill says 'cigar' on the radio), Unplug radio, Wait (they miss the next bit of his speech and think they've won), S, S, NW, D, In.

MISSION SIX:
LEO AND ATTILA

Timeset Rome 452, Out, U, NW, W (St Peter's. Pope Leo asks if you're going to accompany him), Leo, Yes (he leaves), E, NE, W (Attila's Tent), Wait (until Attila gives his terms), E, SW, SE, D, In.

Timeset Peking 1361, Out, N, E (you may join the mourners if you wish), Enter cave (it is sealed – you are passed a basin of poison), Give basin to man (you pass it on. Soon the mourners are all dead), Read first tablet, Read second tablet, Read third tablet, Read fourth tablet, Examine statue, Sit on bench (the emerald in the statue glows), meditate (you start to meditate and the basin fills with water), Stand up, Get basin, Pour water into statue's mouth (the emerald falls out and the statue swings away from the wall), Get emerald, S (you are swept through by water), W, S, In.

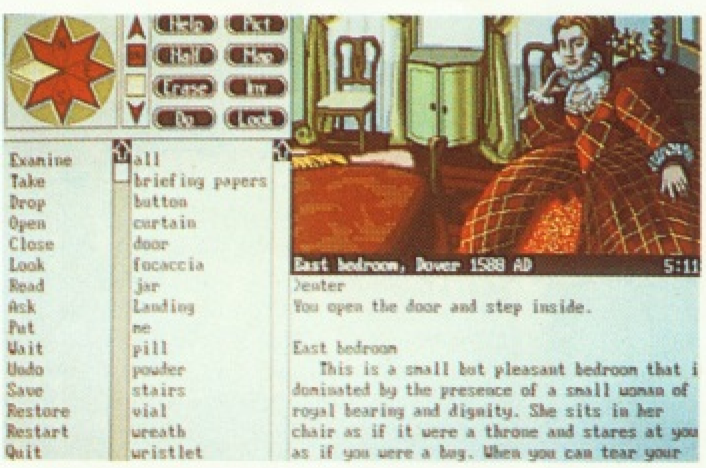
Timeset Peking 452, Out, N, N (Marketplace; a priest asks for a donation for a temple), Give emerald to priest (he thanks you and memorises your features), S, S, In.

Timeset Peking 800, Out, N, N, E (Temple), Examine portrait (it's you!), E (the priest goes to stop you then sees your face... you're in the Sanctuary – the priest shows you a mask filled with fireworks), Get mask, W, W, S, S, In.

Timeset Rome 452, Out, U, NW, NE, W (Tent) Wait (until Attila returns), light mask (with lighter; Attila leaves in terror; Leo gives you an ancient parchment as thanks), Examine parchment, E, SW, SE, D, In.

MISSION SEVEN:
ELIZABETH AND DRAKE

Timeset Rome 1519, Out, U, NW (vendor has a stand here), W, Wait (Pope Leo drops a book), Get book, Examine it, Give it to Leo (he gives you a paper as thanks), Examine paper, E, Examine plaque ("this room has been blessed by the Pope"), Buy plaque (20 florins or an indulgence), Give paper to vendor, SE, D, In.



Timeset Dover 1519, Out, SE, N, U, Open door (you enter), Examine floorboard (loose), Lift it, Put plaque in cache, Replace floorboard, W, D, S, NW, In.

Timeset Dover 1588, Out, SE, N, Wait (until Drake and his companion arrive), Ask Drake about sailor (he's a poet), U, Knock on door, Open door, Bow (to Elizabeth), Lift floorboard, Get plaque, Show plaque to Queen (she flounces out), W (the Queen is throwing the strumpet out of the west bedroom), D, Wait (until Drake leaves to see the Queen), Ask sailor about helmet (it's Spanish), Ask sailor for helmet, Give parchment to sailor (he gives you the helmet), S, NW, In.

MISSIONS EIGHT/NINE:
NAPOLEON AND CHARLEMAGNE

Timeset Rome 800, Out, U, NW, W (St Peter's), Ask Charlemagne about coronation (his crown must be marked by God), E, SE, D, In.

Timeset Peking 1940, Out, Wait (until you hear an explosion outside), N, Get Molotov Cocktail, S, In.

Timeset Rome 800, Out, U, NW, W, N (Chapel; a priest prays by the crown), Examine cocktail, Remove stopper, Get handkerchief, Pour liquid on it (it's ether), Cover priest with hanky (he passes out), Get crown, S, E, SE, D, in.

Timeset Cairo 1361, Out, N, W, N (Riverside; you see King Tut and his sister and a cradle in the river), E (you collect the cradle and return; the girl asks to hold the baby), Give baby to girl (she leaves and you and Tut go back to the Royal Compound), Wait (Tut wants a gift worthy of a king), Give crown to Tut (he runs off with it, comes back with a map which he gives you, then leaves), Examine map (it shows a route through the pyramid), E, S, In.

Timeset Cairo 1215, Out, N, W, S (into Pyramid; you need the lighter), D, Push panel (passage opens west), W (Hidden Passageway with inscribed tiles and rotating blades blocking your way), Push crocodile, Push scorpion, Push snake, Push hawk, Push cat (the blades stop; note sequence is random), W, W (King's chamber with Tut's ankh and a small crevice) Examine crevice (see a glint of gold), Reach into it (you can't reach), Get the ankh, E (the bridge will collapse), E, E, N, N, E, S, In.

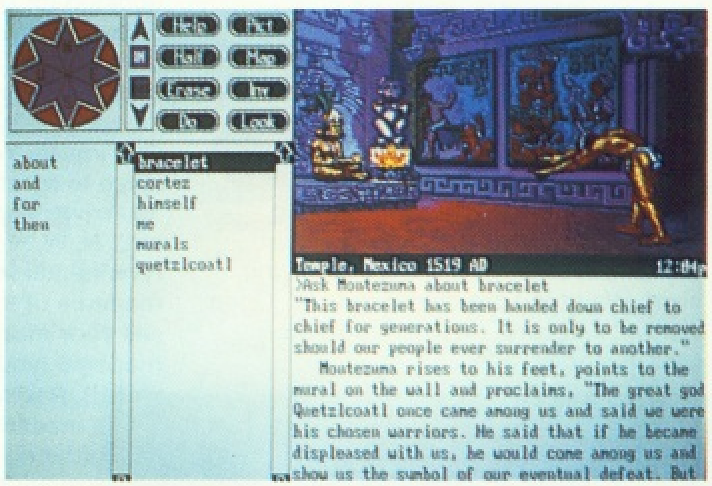
Timeset Rome 1798, Out, U, Get rock, SE (Outside Palazzo Venezia), Throw rock at window (you are taken in to Napoleon), Listen (until his aide leaves), Show ankh to Napoleon, Show map to Napoleon (he tells you to meet him in Cairo and gives you a pass – you're shown out), NW, D, In.

Timeset Dover 1798, Out, SE, N (Nelson wants to know where Napoleon is going next), Show pass to Nelson (he leaves, forgetting his boarding hook), Get hook, S, NW, In.

Timeset Cairo 1798, Out, N, W, Show pass to soldiers (Napoleon is coming with you to get the crown), S, D, W, Push crocodile, Push scorpion, Push snake, Push hawk, Push cat, W, Untie turban, Tie turban to hook, Throw hook at strut, W (you swing across. Napoleon follows and gets the crown), E, E, E, U, N (Napoleon says he will get the crown engraved for his coronation), E, S, In.

Timeset Rome1940, Out, U, SE, N, Examine case, Read card, Get crown (out of case), Examine crown (engraved), Read engraving (says it was worn by Charlemagne), S, NW, D, In.

Timeset Rome 800, Out, U, NW, W, N, Put crown on altar, S, Wait (until noon – Charlemagne sees the engraving on the crown and says it means God intends him to be emperor), E, SE, D, in.

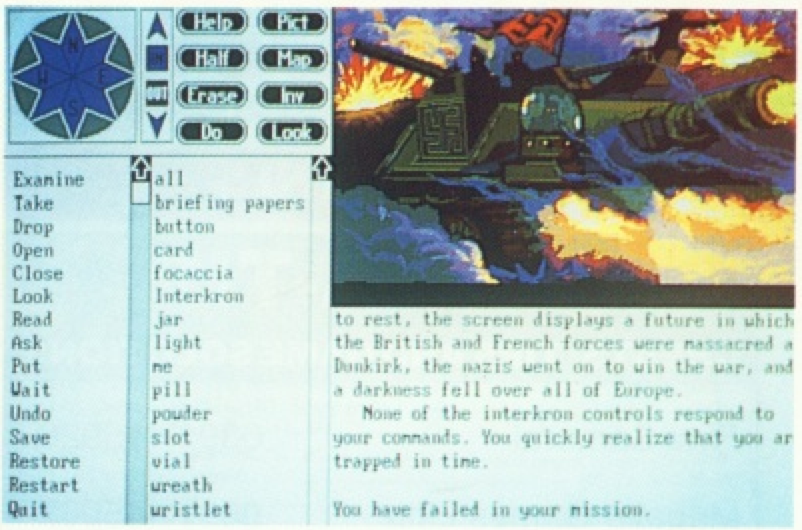


MISSION TEN:
MONTEZUMA

Timeset Mexico 452, out, E (A Maze), Examine footprints, NE, Examine footprints, NW, Examine footprints, E, Examine footprints, NE (the walls here look reinforced), Examine footprints, SE, Examine footprints, W, Examine footprints, SE, Examine footprints, S, Examine footprints, S, Examine footprints, S (Closet), Read graffiti, N, N, N, NW, E, NW, SW, W, SE, SW, W, in.

Timeset Mexico 800, out, E (a breeze blows out your lighter), NE, NW, E, NE, SE, W, SE, S, S, S (Closet), Examine costume (like Quetztcoatl), get it, N, N, N, NW, E, NW, SW, W, SE, SW, W, in.

Timeset Mexico 44, Wear costume, out (the Indian wants the symbol of their downfall), Put helmet on cushion (he leaves with it), in.



Timeset Mexico 1519, Out, Wait (until Montezuma learns the invaders carry helmets and goes to surrender), Remove costume, Get it, In.

THE MESSAGES

There are 19 messages hidden around the time zones. We've already found two at Rome 1940 and Mexico 1452, now to find the rest...

Timeset Rome 1215, Out, U, NW, Listen (the Pope gives a message in English), SE, D, In.

Timeset Rome 1588, Out, U, NW, Get leaflet from soothsayer, read it, SE, D, In.

Timeset Dover 452, Out (looks like King Arthur is here..), Examine sword (you read the runes on it), In.

Timeset Dover 800, Out, SE, Read message, NW, In.

Timeset Baghdad 44, Out, Read wall, In.

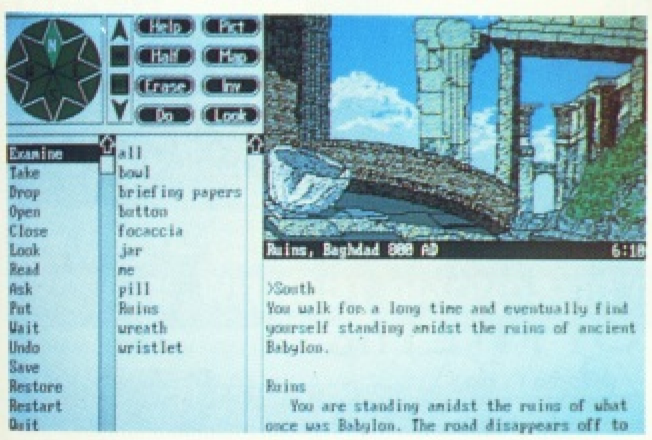
Timeset Baghdad 452, Out, W, S, Examine jug, N, E, In.

Timeset Baghdad 1798, Out, W, N, N, Examine carpet, S, S, E, In.

Timeset Peking 1519, Out, N, N, Wait (the emperor passes and throws a fortune cookie at your feet), Get cookie, Open it, Read fortune, S, S, In.

Timeset Peking 1588, Out, N, N, E, Listen to priest, W, S, S, In.

Timeset Cairo 452, Out, N, W, Read



carving, E, S, In.

Timeset Cairo 1519, Out, Read message, In.

Timeset Cairo 1588, Out, N, W, Read graffiti, E, S, In.

And a few more complicated ones...

Timeset Dover 44, Out, SE, D, Get chalk, U, NW, In, Timeset Cairo 800, Out, N (a man holds up a slate to you), Give chalk to man (he writes on the slate), Read message, S, In.

Timeset Dover 1361, Out, SE, D, D, Get shell, U, U, W (you walk to Stonehenge), Examine sighting stone, Climb on it, Wait (until dawn and the old man appears), Ask man about knowledge (he tells you about the eclipse on the other side of the world today), E, NW, In.

Timeset Mexico 1361, Drop all, Out (the Olmec Indian threatens you), Wait (until he puts you in the pot), Tell Olmec about eclipse, Wait (the eclipse happens, he drops his knife and hides his face), Climb out of pot, Get knife, In, Timeset Mexico 1215, Get all except key card, Wear costume, Out, E, NE, NW, E , NE, U (a sacrifice is to occur at sunset), S (priest backs away), cut thongs with knife (the victim kills the priest and leaves), Examine altar (message), N, D, SW, W, SE, SW, W, In, Remove costume.

Timeset Peking 44, Out, N, E, N (there's an invading army by the Great Wall; the sentries have vanished), Blow shell (the army arrives and the barbarians disperse. The emperor gives you his seal as thanks), S, W, S, In.

Timeset Peking 1798, Out, N, N, N, N (a eunuch stops you entering the Forbidden City), Show seal to eunuch (you enter. The emperor thanks you for the help given to his ancestor by giving you a box and its contents), Open box (smaller box inside), Open box (and again), Open box (ho, hum), Open box (argh!), Open box (find a jade bar), Get bar, Examine it (message), S, S, S, In.

Timeset Baghdad 1519, Out, W, N, N, NE, W (House), Ask woman about soldiers (they are coming for her daughter), Ask woman about mule (advice), E, Whisper sweet nothings to mule, Get tether, SW, Buy dates (the vendor loads the urn onto the donkey), NE, W (the woman helps take the urn off the mule's back), E, Drop tether, W, Empty urn, Tell girl to get into urn, Put left-over dates in urn, E, Get tether, Whisper sweet nothings to mule, W (he eats the rest of the dates), E, Drop tether, W, Wait (until the soldiers come and leave without the girl), E, SW, S, S, E, In.

Timeset Baghdad 1588, Out, W, N, Read sign (you need a badge to enter the city), N, Wait (you're arrested but the vizier is the brother of the girl you saved! He gives you a badge and you leave the palace), NE, Read graffiti, SW, S, S, E, In.

Timeset Baghdad 1361, Out, W, S, W, Examine vines (growing in some sort of pattern), U, Examine vines (message), D, E, N, E, In. The Academy: we've got one more thing to do, so...

Timeset Rome 1361, Out, S, Sit, Ask man about Academy, Stand, N, In.

Timeset Rome 44, Out, U, S, Sit, Ask man about Academy, Stand, N, D, In.

Timeset Rome 452, Out, U, S, Sit, Ask man about Academy, Stand, N, D, In.

Timeset Rome 800, Out, U, S, Sit, Ask man about Academy, Stand, N, D, In.

Timeset Rome 1215, Out, U, S, Sit, Ask man about Academy, Stand, N, D, In.

Timeset Rome 1519, Out, U, S, Sit, Ask man about Academy, Stand, N, D, In.

Timeset Rome 1588, Out, U, S, Sit, Ask man about Academy, Stand, N, D, In.

Timeset Rome 1798, Out, U, S, Sit, Ask man about Academy, Stand, N, D, In.

Timeset Rome 1940, Out, U, S (the old man is wearing a key), Examine key (like the one on the Temporal Corps coat of arms), Sit, Ask man about key (he gives it to you), Stand, N, D, In.



THE END GAME

Each message you've collected has a number in it. Put them in order (1-19) and read the first letter of each. It says "Zeke in Tower". Say East.

Timeset Baghdad 1361, Out, W, S, E (you need the password), Say east (you enter), Examine portraits, E (you see a figure stand on the left platform and point to the right one before he vanishes. Then you hear footsteps outside), Stand on right platform (you time-hop), Read notes (explaining how the platforms work), Wait (until you hear someone stumble on the stairs), Stand on left platform (as your double did for you; you re-appear at 9.01am and your double is strapped to a chair), Put key in keyhole (Vettenmyer aims his laser at you), Stand on right platform (as you dematerialise you hear your double shout a number – this is random.



When you re-materialise, Vettenmyer captures you), Wait (until he says to guess a number), 24 (or whatever number was shouted at you), Wait (until he turns his back), Kick Vettenmyer, Stand on remote control, Shout 24 (as your double vanishes – Vettenmyer knocks you out and takes you back to the Academy, 1940 AD), Untie rope (until the old man is killed), Wait (the old man tells you to take the cloak and pass on the knowledge, then he dies), Get cloak. You put on the cloak. In the pocket, you find a slip of paper that contains the box that contains the secret of time travel. You realise that you are the one destined to found the Temporal Corps. You sit down on the bench and ponder the old man's last words. Man passes knowledge to man. Only through the passing of knowledge can man defeat time and attain immortality. Whoever learns and passes on that learning adds a link to the chain ... and the chain is everything. STOP

ZERO LAUNCHPAD

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YIKES! READER'S INTERVIEW

Where you lot get a chance to interview someone of your own choosing. This month, **David Danbury** of **Halifax** interviews his mum...

David: So, mum, do you like me, or even LOVE me?
Mrs Danbury: Oh look! You've gone and embarrassed me. Well, yes... of course I do.
David: What are you doing, mum?
Mrs Danbury: I'm cleaning *your* dirty underpan...
David: Er... yes, mum! I think we get the idea.
Mrs Danbury: If you say so, love.
David: Um, well... that's all for now. Thanks, mumsy.
Mrs Danbury: Thanks, son.
(That was almost as bad as one of our interviews. Ed.)

THOUGHT FOR THE MONTH

Every month, one of our more religious readers reflects on life, and shares a gem of worldly wisdom with us. This month it's the Right Reverend Oliver Yachuk-Blais of St Beryl's Church, Winchmore Hill in London.

Hello. I'm sick of namby-pamby northerners saying that southerners are soft. They wouldn't last a week in London, especially around my manor. And what's this crap about northerners being friendly? I was in Leeds once, and was anyone prepared to lend me money? No!
They're all tight-fisted sods.
(Psalms chapter 88, verse 32.)

MAD DOG

He's a fighter pilot, except now he's a driving instructor who shoots from the hip. He has his own rules and lives in the real world, where reversing the wrong way down a one-way street is okay as long as there aren't any police around. He's Mad Dog.



Hi chaps. (And babes, of course.)
Last month, I gave you a couple of quick pointers about driving on country lanes (ie in a straight line and as fast as is humanly possible). This month, as promised, I'm going to give you the lowdown on driving in the city. London, Manchester, Newcastle, Glasgow, Belfast or Aberdeen – it's all the same, really (apart from the fact you have to avoid army dum-dum bullets in Belfast). Oh, and before any of you send in whingeing letters about *The Highway Code*, what's legal, what

Here we see a sight which, to be frank with you, makes me feel like weeping. (Not that I ever cry, you understand. Ex-fighter pilots like myself never cry – we're too busy shooting off sidewinders at everything that moves.) As you can see, the cars are obediently lined up, waiting for not just the amber light, but also the green light. What the hell do they think they're doing? Standing in a supermarket check-out queue with a bag of frozen peas and a jar of Nescafé in their basket? They're all in neutral, for God's sake.



Now this is more like it – the same scene, but seen through Mad Dog eyes. The real stars have already gone, of course – they're the ones who ignored the lights completely, but these boys are okay by me. The trick that they've employed is to imagine they're on the starting grid of a racetrack. Looks like we could have a good race on our hands once the lights hit orange, doesn't it? By the way, do you see the car at the very back? The neatly positioned one? Yah? It's a chick. Try not to do this, girls. Join in with the boys.



G - DRIVING ACE

isn't legal, what's right and what's wrong, I'd better quickly spell it out. There *is* no highway code in Mad Dog's book – the only 'crime' is driving slowly. Let's face it – there's a queue of racers behind you, and they're getting hot under the collar. You're holding up the whole world. Go by bus next time (or learn to drive the Mad Dog way).

TRAFFIC LIGHTS

There are two things to do when you're caught by a red traffic light. Well... three really, because there's always the option to simply drive straight through the blasted thing and have done with it. But under-standably, some of you may have difficulties with this until you reach the Mad Dog Advanced Driving stage. For now, I'll deal with the two alternative options. One is right, one is wrong. I hope you'll be able to work out which is which for yourselves, just by looking at the following diagrams. If you can't work it out, just read and learn.

PARKING ON A CITY STREET

Chaps can park, chicks can't – that's the general rule. So this lesson is aimed at the babes. Now, what you have to remember, when trying to park on a busy city street, is that a gap equals a parking opportunity. Remember those words: a gap equals a parking opportunity. Even if you think the gap is too small, it's still a parking opportunity. On no account should it be ignored, or someone else will snap it up. Take the example illustrated below...

Now that's the kind of parking I like to see. As soon as either car A or car B has taken that final gap, there will be absolutely no wasted space in the entire road. If a car won't squeeze flat along the kerb, you can always take a 90° angle and reverse into your chosen gap, with your bonnet poking out into the road (as in the diagram). Cars can be parked two abreast as well. If the person nearest the kerb gets blocked in, they can drive out along the inside. Yes – on the pavement.

If the road you wish to park in is regularly patrolled by clamping vans or tow-away trucks, there's an easy solution. Simply remove all four wheels (lock them inside your car) and chain your vehicle to a lampost – now it can't be clamped *or* towed away. Remove your number plates as well, and they won't even be able to give you a parking ticket.

REVERSING TIPS FOR GIRLS

If you're a girl, you'll still be thinking to yourself: "This is all very well, but I'm not actually any good at reversing. I get confused as to which way the wheels are pointing, and how the car moves as a result. What on earth can I do?" The answer is very simple. In fact, there are two answers...

1. Think of your vehicle as a banana. If you turn the steering wheel clockwise, the car will move in a 'banana-laid-down-to-the-right' shape. If the steering wheel is turned anti-clockwise, the car will move in a 'banana-laid-down-to-the-left' shape. Keep a banana on your dashboard, so you can have a quick look at it to get your bearings in times of stress.

2. If the banana technique fails, you can always find the nearest chap, and ask him if he will reverse your vehicle for you. Flutter your eyelids – he's bound to agree instantly.

PEDESTRIAN CROSSINGS

In the countryside, cars stop for pedestrians who are crossing the road. In cities, they don't – it's as simple as that. A car constantly stopping at pedestrian crossings causes traffic congestion (not to mention wear and tear on brake linings). Normal indigenous city pedestrians know the score, and you'll have no trouble from them, but problems do arrive in the form of tourists and mad people.

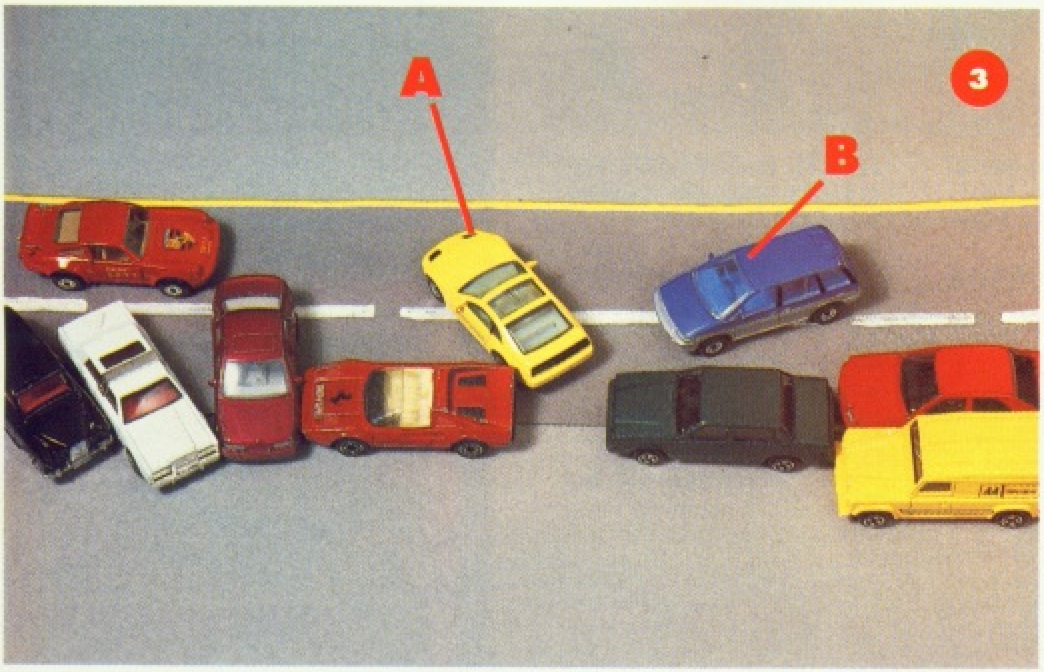
Tourists and mad people will cross the road as soon as they see a zebra crossing, and sometimes even if they don't. Watch for them waver-ing at the kerb as you approach at extremely high speed. If you see a rucksack, a kagoul, flashy Italian shoes or someone who is talking to him or herself, sound your horn. Keep it pressed down. Let them know there's an 'express train' on its way through, travelling far too fast to stop even if it wanted to. (Which it doesn't, of course.)

TWO-POINT TURNS

If you're in a narrow street and wish to perform a complete about-face, don't nancy around with three-point turns – stick to two. Forget the kerbs, and reverse up onto the pavement (using the banana technique if you're a girl) until your boot smashes through a shop window. Then engage first gear and you're away, with a screech of tyres, in the required direction.

If you've got time, jump out, lean through the broken window and grab a telly or something. Some people call this ram-raiding. I call it free enterprise coupled with expert manoeuvrability.

(Er... that's Mad Dog speaking, don't forget – not us. ZERO in no way condones ram-raiding – it's a crime. The two-point turn sounds a bit on the iffy side too, even without the thieving. Ed.)



Car A mustn't be put off by the intimidating presence of car B, who wants to nick the space. If car A fails to park, it has lost and may as well go home.

NEXT MONTH: Driving abroad, the Mad Dog way.

JOYSTICKS IN PHOTOS

Have we received any photos of joysticks with coppers? No. Have we received any photos of joysticks with rhinos? No. Have we received any photos of joysticks up mountains? No. So exactly what have we received? Well, if you carry on reading the section below, you'll see in a minute, won't you?

1 "Dear Yikes, I recently went to Colditz on holiday," says **Craig Sinclair** of **Winchester**, "and I thought: "Hey, why don't I photograph my joystick in Colditz Castle – the infamous prison and home to Douggie Bader and co – and then send it to ZERO?" So I put my Speedking in the entrance to part of the recently re-excavated escape tunnel, turned around to set up my crap camera, and when I looked again it was gone. It had escaped."

We've rewritten Craig's letter for the sake of accuracy: "Dear Yikes, I recently went on holiday to Colditz, but I couldn't be bothered to take my Speedking with me. 'It doesn't matter,' I thought, 'that ZERO lot won't care if my joystick is in the picture or not.'" But we do! Karen McMillan (back in issue 15 or something) actually took her joystick up into the dizzy heights of the Himalayas. So there. No badge for being so lazy. We're not a charity you know.



Well... it's a castle alright, no doubt about that. But is it the castle? Is it Colditz?

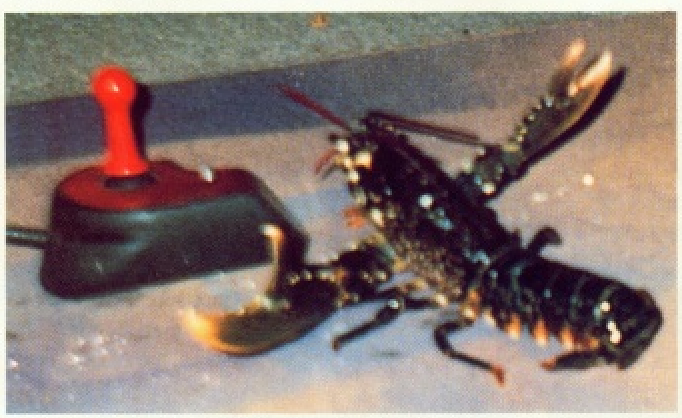


Ah yes, here's the plaque to prove it. (It appears to be sponsored by Smirnoff.)



Eh? What's all this then? What a terrible picture – it looks more like granny's coalhole.

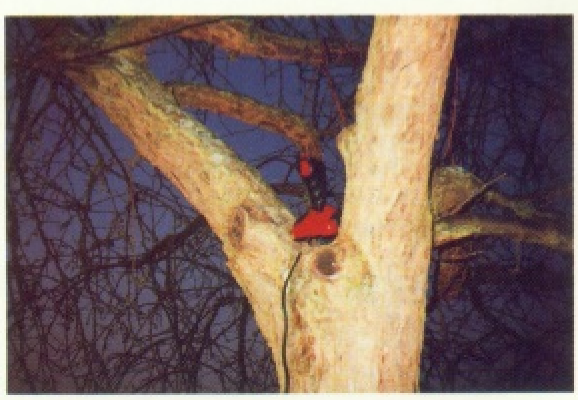
2 Cast your minds back to the *Letters* page in issue 28 and you may remember reading something from an Amiga-owning girlie called **Lisa Kerr**, who promised to send us a picture of herself wearing no clothes. Well, she hasn't. Curses! Instead, she's sent us this – a brief storyboard called 'Lobster In Love'. (Lisa comes from Portsmouth, by the way, which proves that the old saying "everyone in Portsmouth owns a lobster" is true.)



SCENE: ***After trawling the sea in his search for a mate, our lovelorn lobster takes to the land...***
LOBSTER: "Blimey, that's a blinkin' stiffy if ever I've seen one."
KONIX: "Hey, you're quite a crustacean yourself. Let's 'do it', baby."

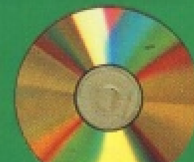


KONIX: Ooooh! Aaaaah! Ooooh! Aaaaah! Ooooh! Aaaaah! Ooooh!"
LOBSTER: "This is quite rude, actually." ***(You're not joking. Ed.)***



3 Luckily (very luckily) for **Rip van Robinson** of **Heddenham** in Bucks, we've just got enough room to print his pathetic 'joystick in a tree' pic. But only because we considered what he said: "Here's my Quickshot II up a tree. It took me a quarter of a century to get the tree to grow, and then I had to climb up the damn thing." Twenty-five years of careful planning, and he still doesn't get a badge. What a clot, eh?

HOW TO BE EXTREMELY UNEXCELLENT INDEED WITH DAVE (UN)EXCELLENT



***ED'S NOTE:** Last month, **Robert Holland** of **Carnforth** in Lancs challenged Dave to be unexcellent instead of excellent, the condition being that Dave should still be unexcellent this month as well...*

Hello. Dave Excellent here, but you really ought to think of me as Dave Useless, because I'm extremely unexcellent. It's pathetic. You have to see it to believe it. Why, only the other day, I was cooking some baked beans when the tin exploded and blew the oven door off its hinges. Later on, in the pub, I was told that you're meant to remove the beans from the tin and then you're supposed to cook them in a saucepan on top of the cooker, on one of the ring things that get hot. How was I supposed to know that, eh? Someone as unexcellent as me? But that's the way it goes when you're totally crap, I guess.

Anyway, I'm so unexcellent I seem to be running out of room. There's just time for one reader's challenge, though. The Wig of Hove in East Sussex has challenged me to "spend a day in a shell suit without getting laughed at". Well, I don't know how to tell you this, but that's what I wear anyway – shell suits. I've got one for every day of the week and, as a result, I'm always getting laughed at. Therefore I can't do as The Wig requests – the only way to do that would probably entail spending my shell-suited days in a darkened room with no other people present (just in case one of them happened to be in possession of an image intensifier). Or maybe that wouldn't be the way to do it. Who can say? Certainly not me, because I'm so unbelievably unexcellent that I've never even... (Oh dear, ***Dave's run out of room. Bad planning. Very bad planning indeed. Ed.)***

Dave's so useless that I can't even be bothered to fill in this coupon. (Not that there's even a line to write a challenge on anyway – it's pathetic.)

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● For sale: a single-sided internal disk drive for the Atari 520 ST. Good condition. Sell for £10 ono. Phone 0703 361752 ask for Craig. (Evenings only.)

● Atari STFM 1Meg upgrade, additional external drive, Blitz copier, joysticks, games, disks and *ST Format* magazines, issues 6 – 30, worth a lot! Sell for £280 ono. Phone (0204) 691794, ask for Richard.

● Amiga 1MG +2 modulator with mouse, two joysticks, £210 worth of games and 35 mags. All boxed and in great condition. Reluctant sale, worth £700+ ono. Ring Dave on (04080) 860349. (Cambs.)

● Atari 520 STE for sale, also including: *Final Fight*, demos, mags, two joysticks, mouse, etc. All for £265 ono. Call Matthew, on (0702) 557951, after 6PM. (Southend area.)

● Atari 520 STE RAM upgrade simms chips (to 1Meg). New, unwanted – £25. Blitz Turbo back-up device, £15. Also lots of ST mags and disks, all half price. Call (0480) 216280.

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SOFTWARE

● *Cruise For A Corpse* and *Midwinter 2* to swop for *Eye Of The Beholder* or *Flight Of The Intruder*. Call David on (0703) 779215. Amiga originals only, please.

● Amiga swops: *Midwinter*, *Flames Of Freedom*, *Sim City*, *Gun Ship*, *Timebird* plus many others, all originals. Wanted war/strategy games. Send list to: Jon Feaver, Weteringstraat 60,1017sp, Amsterdam, Holland.

● Any PC Users out there want to swop programs and games? Write to: Carlos Freitas, Farmacia Do Canico,9125 Canico, Madeira, Portugal.

● Amiga contacts wanted to swop programs and information with other people around the world. 100% reply. Write to: Antonio da Silva Neto, Rua Enotria 284 casa 05 Tucururi Sao S.P. Cep 02309 Brazil.

LONELY HEARTS

● Is there a Lonely Heart with an Amiga out there? My name is Fitzy – I'm 17 and lonely too! So come on, girls – if you're 14 – 20, phone ME! on (081) 989 1099. I'm waiting!

● I'm Robert Mingard, gay and proud! I have VIC 20, Speccy 128+ and a joystick! Will swop games as well. 9 Firbonk Close, London E16.

● EX-Amiga owning actress wishes lustful men aged 14 –15 to write. The name's Sarah Nolan, write to me at: 60 Manor Road, Woolton, Liverpool L25 8QQ. You'd better be nice boys!

PEN PALS

● Gay Amiga owner is looking for other guys to swop tips, disks and letters, and become friends. Write to Jon Feaver at Weteringstraat 60 1017sp Amsterdam Holland.

● IBM PC contacts wanted to swop games, demos, Sound Blaster stuff, etc, etc. 100% reply! Send lists/disks to: Morten Walderhaug, Nordstrand, 6050 Valderoy, Norway.

● Amiga contacts wanted. Please send disks to: Juha Pietarinen, Lavettitie 8A 00430 Helsinki, Finland.

● Amiga and REM fan seeks male or female contacts to swop disks, news, etc. 100% reply. Adrian Pannett, Merton Nurseries, Bicton, Shrewsbury, Shropshire SY3 8EF.

● ST contacts wanted to swop games, programs, hints, etc. Please write to; HM Chaudhry, F.A.C.U-P.M.B. 1210, Benin City EDO State, Nigeria.

● Amiga contacts wanted to swop all types of software. 100% reply. Send lists, disks to: Andy, 125 Dorset Ave, Wigston, Leicester, LE8 2WE.

● Amiga owners wanted to swop cheats. Contact me right now! Alex Barley, 80 George St, Maulden, Beds, MR4 S200, or ring (0525) 402741. Cheats Exchanged, NOT GIVEN!

● Contacts for Amiga to swop games, demos, utilities, etc. Must be fast replies. 100% Reply.

● New Amiga owner requires contacts to get games etc. 100% reply. Contact Gavin, 8 Minster Road Royston, Herts 568 5EW

● Amiga contacts wanted from all over the world. Send your lists or disks to: John, 26 Stephens Road, Hollingdean, Brighton, Sussex BN1 7ER.

● Pen pals wanted – any age or sex – for the Amiga. Likes: PD shoot 'em ups, adventures, hints. Also any clues for *Goblins* – I am stuck. Write or phone (0495) 200143, my address is: Christine Arnold, 24 Syndicate Terrace, Cwmfelinfach, Gwent, NP1 7HD.

● Amiga contacts wanted to swop games etc. Write to: Jay Gibson, 38 Harold Road, Chingford, London, E4 95N.

● PC contacts desperately required to swop hints, tips, etc. Send lists and disks to: Dave Ramsey, Room 05 Knighton Hayes, 6 Ratcliffe Road, London Road, Leicester LE2 3TG.

● Wanted – Amiga penpals to swop games and other stuff. 100% reply. Write to: William Matthews, 2 School Ave, Cambuslang, Glasgow G72 8PJ.

● Amiga contacts wanted. Write to: Michael, 29 Bovingdon Close, London N19 55N.

● Amiga contacts wanted to swop PD demos, utilities, etc. Write to: J Glennon, 36 Hillcrest Ave, Stockton-On-Tees, Cleveland TS18 5AF, 100% reply.

● Amiga freaks wanted! Send lists, letters, disks, etc. to: Clint Stokes, 54 Knoclaid Road, Tuebrook, Liverpool L13 8DB. No lamers! Also would like to contact someone with an Amiga Action Replay!

WANTED

● *Metal Mutant* for the ST, will swop for *Gods* and *Z-Out* or will pay £10. Original only. Phone (021) 773 1311, ask for Mal.

● Attention all ST owners! Cheats and tips wanted. I can also give tips and cheats on certain games. Write to: Jon, 52 Southbank St, Leek, Staffs ST135LN.

● Swoppers for any Amiga software on 3.5 ". Write to: Paul Jongbloets, Doelenstnaat 38, 5081 CM, Hilvaenbeek, Holland.

● Help me find ST user Simon Lennox from 53 Main St, Castle-Dawson, Co Londonderry, Northern Ireland. Write to: Gurjit Singh, DM3/360, Hospital, USM, 15990 K.Kerian, Kelantan, Malaysia. I lost contact!

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● New exciting P.B.M. A must for every football fan. Send your name and address and we will send you information and three free turns. Send to the address below: Brian McDaid, 5 Tuns Lane, Slough, Berkshire SL1 2XA.

MESSAGES AND EVENTS

● Wendy, thanks for putting up with me in the past. Love you lots, and I promise you won't be sorry for saying yes! Love Jase.

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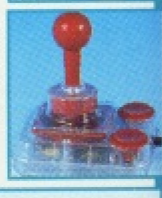
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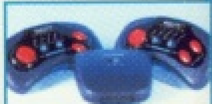
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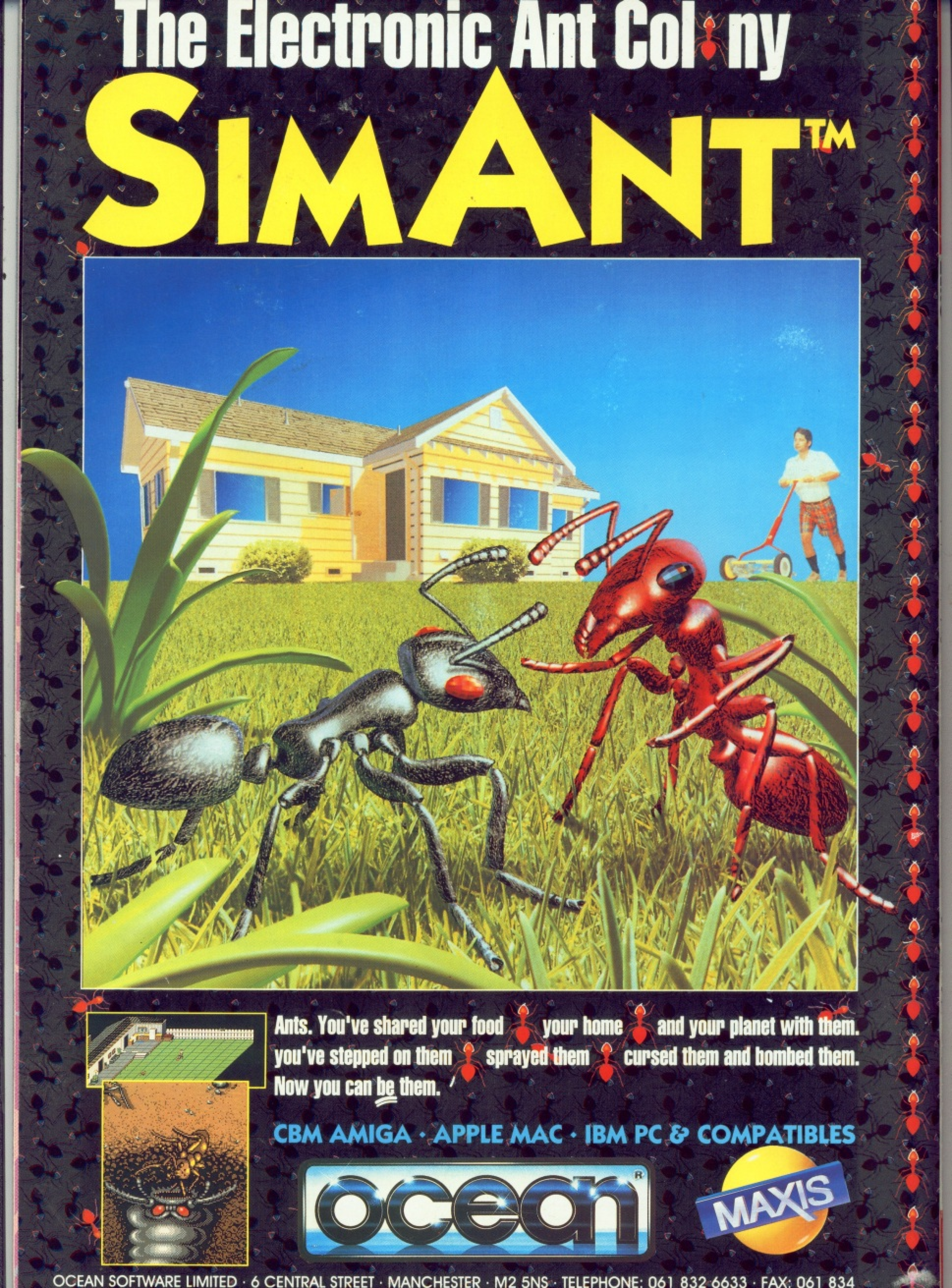


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MAY 1992

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ZE

GAMES TIPS



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disky disk
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How to replace thif gift
Thee sigh.
Bolly well, Afketh
the Newfvendor
Quoth I.

(Anon. Circa 1356)